

BATTLECHANGERS

JUSTIN WILKINS



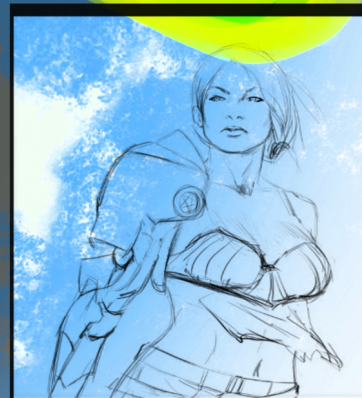
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BATTLECHANGERS: IRONWORKS

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This product is fully compatible with D20 Modern, as well as the *Pathfinder Roleplaying Game*, and is suitable for use with *Otherverses America*, *Psi-Watch*, *Galaxy Command/Heavy Future* and even some *Black Tokyo* campaigns.

Battlechangers: Ironworks builds on my non-D20 based standalone roleplaying game, *Battlechangers* (2012) and allows players to construct gigantic, transforming robots fully compatible with the *Pathfinder Roleplaying Game*. Where the original edition of *Battlechangers* (and the upcoming Generation Two) was a comprehensive homage to *Transformers* with a unique game engine, *Ironworks* deals with transforming alien mecha integrated into any *Pathfinder*-based campaign setting.

ALWAYS MORE THAN MEETS THE EYE

During the summer of 1984, a small wing of alien starships crashed into the New Mexico desert. While in search of new fuel sources to continue their rebellion against the tyrannical Tyrakron Empire, the heroic crew of the Freegear star-carrier *Pilgrim II* was ambushed while traveling through hyperspace. Though their starship was blown out of hyperspace and caught in the gravity well of the blue-green world below, the *Pilgrim II* was able to blast its tormenter out of the sky.

The Freegear ship impacted in the New Mexico desert, only a few miles from the top secret

Area 51 base. Knowing the desert was mostly deserted, and unlikely to endanger indigenous life forms in the crash, the Freegears steered their dying starship to the one place in North America their few remaining sensors told them they might find the technology to rebuild their ship. The Tyrakrons had no such concern, and no such luck, their starship impacting in the mid-Pacific.

Emerging from the wreckage, the alien warriors quickly disappeared. Using a transformation and mimicry ability native to their bio-mechanical species, the robotic warriors went to ground, finding shelter and establishing temporary refuges. Within days, the warring mechanoids discovered that Earth was exactly what they had been seeking- a planet rich in energy resources. Both sides soon realized that whichever faction could control Earth and her energy resources would gain an insurmountable advantage. Unwilling to stripmine an alien world, the Freegears realized that they must defend Earth and its inhabitants from the rapacious Tyrakrons.... as well as hopefully convincing Earth's governments to provide the fuel they needed to survive willingly.

Shortly, the Tyrakrons made their presence known, revealing to the human race what the American military was just beginning to suspect: living alien robots, capable of altering their forms to become weapons, tools or vehicles, were waging a secret war on Earth. As the Tyrakrons launched an amphibious assault at an experimental nuclear reactor in San Francisco, CA, the heroic Freegears responded. Quickly establishing a rapport with the American military on scene a combined force of brave humans and robotic gladiators drove off the Tyrakrons....

....but they will return, and the alien civil war that began in the far off planet Technys continues on Earth....



APPEARANCE

Battlechangers are massive, intelligent alien robots able to take the form of vehicles, weapons and other technological devices. As such, each Battlechanger has at least two appearances: a primary form, usually a bipedal, roughly humanoid robotic form, and an alternate mode (or alt-mode) used for warfare, disguise, or fast travel. A handful of Battlechangers, usually referred to as Battlechanger Primitives, disdain a humanoid primary form for an animalistic mode.

A Battlechanger's function and its faction determine its appearance. The species is incredibly diverse, in both form and function...to say nothing of philosophy.

Freegear

The Freegear rebels are a small faction of Technysian robots who seek to overthrow the powerful Tyrakron Empire and free their embattled homeworld. Freegear robots proudly display their faction's sigil somewhere on their robotic chassis. This symbol is a set of white gears overlapping one another and forming a stylized mechanical face. The robots are recognized by their often blue or green optic systems. Freegear in robot-mode have more humanoid proportions. Their chassis are usually solidly built and rounded, without the complex, jagged spines and armor shards that mark Tyrakrons.

Governed by the democratically elected Freegear Council, the rebels believe that freedom is the right of all sentient beings. Individual units across the galaxy have a loose chain of command, and individual Freegear squads are given great autonomy in carrying their missions, especially if those squads are effective against the Tyrakrons. Units that seem to be having difficulty with local Tyrakrons might see a tough, by-the-book officer arrive via hyperspace warp to set them straight, but once a unit has proven itself, it is mostly left alone by the chain of command.

The greatest Freegear leaders are the powerfully built, utterly committed warriors known as **Majors**. Stern and compassionate in equal measure, Majors command squads of less experienced warriors, and append the suffix Major to their personal identifier. A Major's badge of office is the **Circuit Chalice**, a unique component installed in their chest-plate. The power of the Circuit Chalice physically transforms the newly elevated Major, making him stronger and faster, upgrading his already impressive weapons systems, and allowing the Freegear Commander to access the eternal wisdom of the Freegear Council and the Majors who have come before.

On Earth, the Freegear have established friendly relations with the American military, and other fighting forces around the world. The Majors on-planet have earned their trust by displaying courage in tracking and destroying Tyrakrons stranded on Earth. Even more so, the Freegear have become known as friends of Earth through their compassion. These noble robots will risk everything- including their lives- to

protect the humans caught in the crossfire of their ancient civil war.

Freegear Alt Modes

Freegears fight when they have to, but very few of their ranks are as committed to military excellence as their Tyrakron enemies. To a Freegear, their races' transformative gifts are a sacred trust- a way to assimilate into an intriguing new culture. As most Freegear are fascinated by Earth culture, their alt modes reflect this fascination. Freegear technicians and medics choose practical forms that allow them the widest selection of tools- a Freegear engineer will usually choose a crane or construction vehicle form, while a dedicated medic usually chooses an ambulance alt-mode.

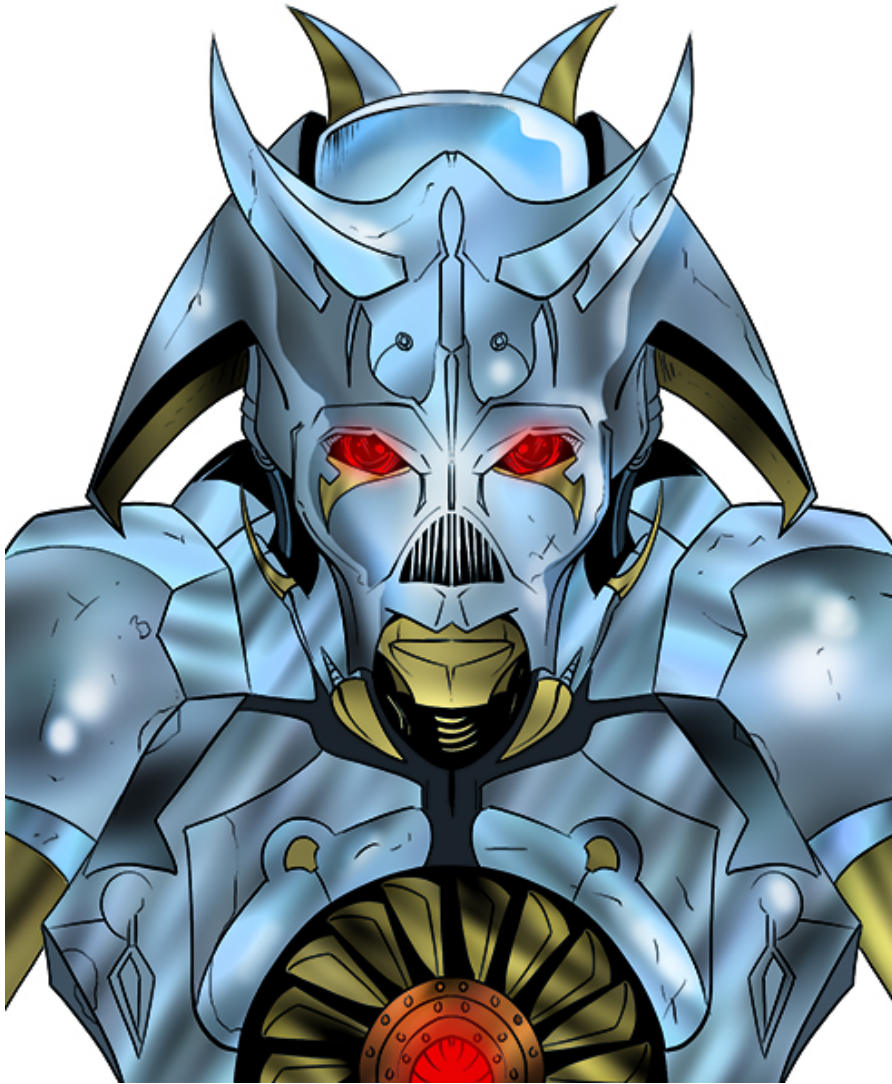
Less specialized Freegear usually take on civilian vehicle alt-modes unlikely to raise eyebrows in most urban environments. Freegear on Earth have mimicked Volkswagen Beetles, high end Porches, minivans, two-door sedans, light and heavy duty pickups, vans and SUVs, among many other vehicle models. Military alt-modes are comparatively rare, and those Freegear with combat-focused alt-modes usually keep to their comrades. While utterly loyal to the Freegear cause, warriors usually prefer the company of their own, homogenous combat-squads.

Freegear mini-bots usually transform into scientific or computer equipment or household appliances. Very few Freegear mini-bots transform into weapons. Finally, by long-standing tradition, Freegear Majors always choose a heavy, durable and impressive alt-mode, and tend to tower over younger warriors.

Tyrakron

The Tyrakron Empire rules Technys with an iron fist, and its dominion expands inexorably across the galaxy. The entire **Steel Sector** is firmly under Tyrakron control, and every star in the sky, including Earth's own Sun, is at risk!

The Tyrakron symbol, worn as a badge on the robot's chest or belt, is a clenched robotic fist crushing a sun, rendered in purple and crimson. Most Tyrakrons have fiery red, orange or harsh yellow optics. While Freegear faces resemble giant, mechanical humanoids,



Tyrakron faces are often inhuman, obviously mechanical visors and armored faceplates. Tyrakrons in robot-mode are sleek and spindly, or else massive and ape-like. They rarely have humanoid proportions, and their robot modes are jagged and threatening masses of steel shard and decorative spines.

Tyrakron commanders rule by force of arms and through a cult of personality. Leaders must be tyrants to survive, and duels and coups are acceptable ways to advance. Despite this, the Tyrakrons are a fiercely legalistic and caste-driven society. Their culture is entirely military, and all Tyrakrons are expected to obey the orders of (competent) superior officers unquestioningly, and give their lives for the glory of the Empire! Most Tyrakrons defer to their superiors and bully those of lower rank... and the smallest Tyrakron mini-bots spend their time slaughtering native animals and scaring humans.

Tyrakrons have no concern for organic life, and only slightly greater concern for non-Tyrakron mechanoids. They march relentlessly across space, strip mining entire solar systems for Fuelon and other exploitable resources, leaving planetary extinction and eco-collapses in their wake. Only the presence of the Freegear have prevented the Tyrakron from extinguishing the human race in their relentless quest for Fuelon. Most Tyrakron consider organic 'fleshlings' barely sentient animals, no more worthy of respect or compassion than a flu virus. They'll destroy a city block for a clean shot at a Freegear, or burn down a forest to build a fortress.... Often without even noticing the organics scurrying for cover.

Mechanical lifeforms are given only slightly greater consideration. Unaligned mechanoids are given a simple choice when the Tyrakrons arrive on planet: Join us or leave. Those mechanoids who don't convert or take flight are crushed without mercy.

Tyrakron Alt-Modes

Tyrakrons prefer threatening, heavily armed alt-modes. Military vehicles, especially combat jets and ultra-modern tanks are favorites. Unlike Freegear, Tyrakrons don't transform to blend in or understand alien cultures- they transform to *crush* them. Tyrakron leaders never choose an unarmed alt-mode. Doing so would be considered a sign of weakness that could cost them their lives.

Even the civilian vehicles imitated by Tyrakrons are large, fast and massive. They prefer heavy-grade mining vehicles, bulky cargo trucks and gigantic luxury SUVs. Younger Tyrakrons take top of the line sports car forms, and use their speed and agility to wrack up huge civilian bodycounts and race Freegear to their deaths.

Many Tyrakrons do not have an "Earth-normal" alt-mode at all, instead transforming into a sleek and lethal Technysian vehicle. These vehicles are futuristic and nimble, and usually bristle with onboard

weapons. Smaller Tyrakrons often transform into weapons- from swords to sniper rifles- something rare among Freegear mini-bots.

Other Factions

While Tyrakrons and Freegear are the most numerous and powerful factions, they are not the only Battlechanger factions out there. The following factions are 'outsiders' to the Great War to a greater or lesser degree, sometimes by their own choice.

Emulator

The Emulators are a race of smaller mechanoids whose homeworld **Tronis VI** is on the fringes of the **Steel Sector**. Millennia ago, the proto-Emulators were a green skinned, fully organic species much like humanity. Their world was on the verge of ecological collapse, and starvation and disease ravaged the populace. With the help of Freegear xeno-crisis specialists, the Emulators rebuilt their race and culture as cyborgs. Over the succeeding millennia, the Emulators became more and more machine-like, until their organic origins passed into legend. Today, the

Emulators are a fully mechanical lifeform, and Tronis VI is sheathed entirely in gleaming steel.

Most Emulators fight alongside the Freegear, who they revere. The Freegear saved their species, transformed them into gleaming, incorruptible metal and *uplifted* the species, in the truest sense of the world. As a result, Emulator troops have fought alongside Freegear squads since the beginning of the War, doing what they can to help. Tronis VI is a refuge for Freegear soldiers, and for all refugees fleeing Tyrakron oppression, whether organic or bio-mechanical.

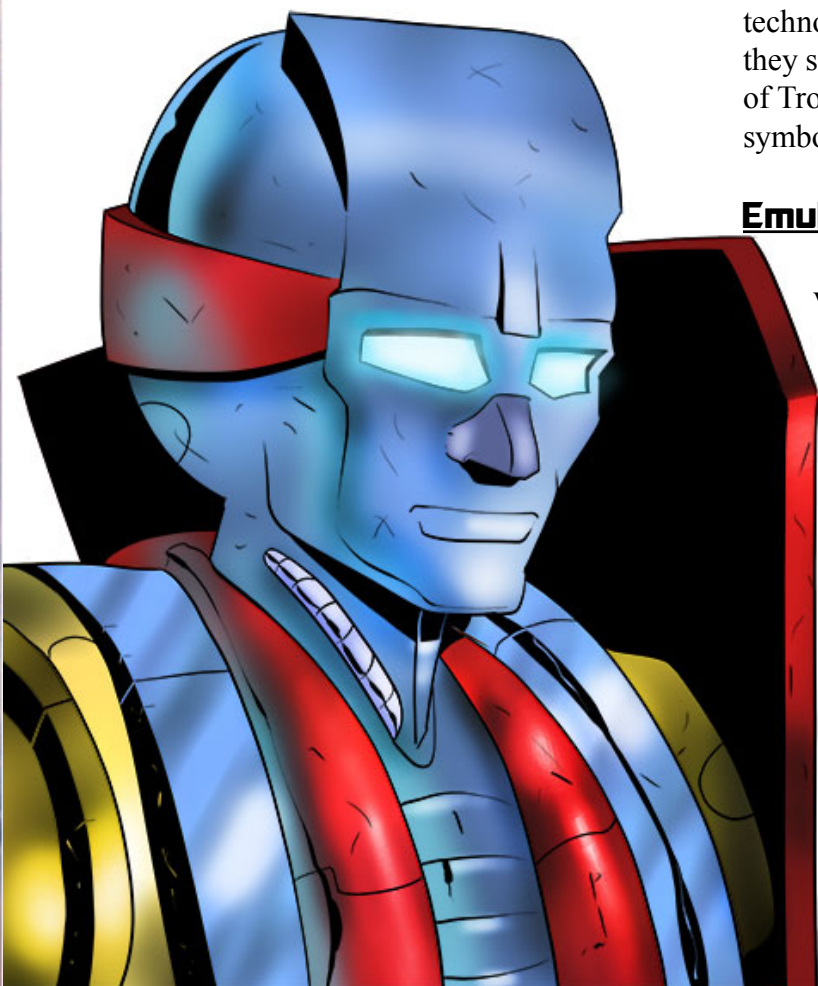
Despite the widespread support for the Freegear, some Emulator criminals and terrorists have aligned themselves with the Tyrakrons. These small war-robots are strutting bullies who terrorize their fellow Emulators and torture fleshlings whenever the opportunity presents itself.

Emulators tend to be a bit smaller than true Freegear, but share many design elements with their larger comrades. Their transformations are noticeably simpler, and few Emulators demonstrate Mass Shifting technology. Emulators adopt the symbol of the faction they serve with, or occasionally use the planetary crest of Tronis VI- a gleaming silver globe- as their unit symbol.

Emulator Alt-Modes

Emulators select an assortment of civilian vehicles as their alt modes, while a few high ranking Emulator officers might choose a military alt-mode. Emulators tend to disdain slow and bulky alt-modes like semi-trucks and bullet trains, preferring instead smaller more maneuverable alt-modes. Some famous Emulators have taken mopeds, Formula One race cars, motorcycles and light helicopters as alt-modes. Quite a few smaller Emulators favor Engine Module and Head Module alt-modes and know the best mini-bots are helpful mini-bots.

Unlike the religious reference with which Freegear view their transformative gifts, Emulators are more practical. They attach no stigma to military alt-modes. Their



greatest consideration though, is maneuverability. No Emulator ever wants to be slow, and most dislike complex transformation schemes.

Villainous Emulators often take monstrous and animalistic alt-modes. Many take Primitive altmodes-stylized in the extreme: crimson and silver scorpions, steel bats with vampiric abilities and the like. Sometimes the more monstrous Primitive modes equate to no Earthly animal, and represent instead some horror from the dark between the stars.

Refugees

When the Great War began, separating the Battlechanger race into Tyrakron and Freegear camps, many robots wanted no part of either side. Some were pacifists, others cowards, and others had different reasons for rejecting factions all together. These robots fled to the stars, establishing colonies on thousands of worlds, scattered throughout the Milky Way and other nearby galaxies.

Now that the Great War has entered a new, possibly final phase on Earth, many Refugees are making their presence felt once again. Some have returned to Technys to reestablish their pre-war lives and rebuild a tattered culture. Others are intrigued by the reports coming out of Earth Space and have made a new home on this new world. Others have finally reconsidered their neutrality and become a vital part of the two great armies.

Refugees are not one faction. Instead, it's a motley assortment of Battlechanger refugees, starship crews, outlying colonies and oddities. These

robots tend to have far less humanoid forms than most Freegear, but without the threatening spines and animalistic proportions of the average Tyrakron. Proportions are strange and unique to each robot, from tall, spindly Refugee politicians clad in gold and azure to bulky, purple juggernauts wrapped in thick, rounded reactive armor. Many display non-humanoid anatomies, with multiple limbs, centaur-like multiple legs, serpentine lower halves, wings and other unique appendages being common.

Most Refugees have an odd number of optical sensors, from a single, cyclopean visor to groups of 3, 5, 7 or more optical sensors arranged in a spidery pattern. Even Refugees with the standard two optics often display unique sensor colors in a variety of glowing hues. There is no standardization, as in Freegear blue or green and Tyrakron crimson. Hull coloration is similarly varied, with Refugees tending to bright, metallic hues and bold decorative patterning (though sometimes buried under a layer of grime and spacedust).

Refugee Alt-Modes

As befits such a diverse cross-section of robotic life, Refugees might choose an assortment of unusual alt-modes. Most become vehicles, especially futuristic hovercraft and air vehicles designed for alien skies. Primitive modes are common alt-modes, but unlike Earth-bound Battlechangers, these robots imitate alien animals rather than Terran creatures (or even mythic Terran animals). Very few of these robots ever adopt an Earth-normal alt-mode.

Scavenger

Scavengers are a nomadic race of refugees, the last survivors of robotic worlds conquered by the Tyrakrons. Badly maintained Scavenger starships drift through the Steel



anything as complex as Mass Shifting or Triple Changing would likely not work at all.

Scavengers usually have mis-matched or multicolored optics. They don't have a standard faction symbol, but many Scavengers use a stylized wrench or rusted bolt insignia as a personal crest.

On Earth, Scavengers try to blend in, and not attract the attention of either faction. Though willing to help the Freegears when necessary, Scavengers lack the heroism of their better-built comrades, and consider themselves pragmatists above all. A Scavenger on Earth will be looking to steal everything not nailed down, but unlike Tyrakrons will not harm a human nor stripmine the eco-sphere to get what he needs.

Freegear will work with Scavengers when necessary, but make sure to do a thorough inventory after one leaves their base.

Scavenger Alt Modes

Scavengers transform into an assortment of jury-rigged and battle-ravaged vehicles. They prefer practicality and utility over beauty, and often transform into small, fast trucks or battered

micro-vans to carry off their spoils or motorcycles to quickly evade capture. Many transform into weaponized versions of civilian vehicles, familiar to any bargain-basement insurgent from the Third World. Many become "technicals"- small Toyota pickups with a .50 caliber machinegun mounted on the bed. Others are heavily armored dune-buggies, rag-tag swamp boats, diesel motorcycles, offroaders and ATVs of all kinds.

Very few become hover vehicles or aircraft, because they can't keep up the maintenance requirements. Gadget-based Scavengers become poorly maintained tools and workshops. Primitive alt-modes are fairly common, and often imitate opportunistic predators and true scavengers, such as rats, hyena, lamprey and the like.



Sector, and a few have made it to Earthspace. Some Scavengers burn with hate for the Tyrakrons who destroyed their planets, while others believe that only the strong survive, and seek to imitate the all-conquering robots.

Scavenger robots are badly maintained and jury-rigged. Lacking a steady supply of Fuelon, their bodies begin to break down. Most Scavengers are rusted and dented. Even those with an Earth-normal alt-mode are junkers and clunkers. Mismatched doors and hoods, broken headlights, cracked windshields and missing hubcaps are the norm. Many Scavengers have weaponized civilian vehicles with bolted-on armor, ramming spikes and vehicle mounted weapons. Their transformations tend to be fairly simple, because

RESCANNING AND TRANSFORMATION

Players pick a general type of alt-mode. Exactly what vehicle or device within that category the robot transforms into is a matter of player choice and roleplaying flavor. A Battlechanger's adaptive-reconstruction circuits also allow the robot to reconfigure its alt-mode on the fly, by rescanning an Earth device.

Doing so allows the robot to change its alt-mode to another type of vehicle or device within that alt-mode's category. A Battlechanger with a *Ground Speeder* alt-mode might upgrade from the 1967 Mustang to a 2010 Mustang by re-scanning. Rescanning costs a point of Fuelon and requires an action. The robot's appearance changes, but its Specifications and abilities do not when re-scanning.

Battlechangers have full control over the minute details of their appearance and the intricacies of their transformation scheme. Some stick to the same transformation scheme and vehicle mode for years, or even centuries, while others never transform exactly the same way twice and take pride in constantly tweaking their vehicle mode's details and performance.

BIOLOGY AND REPRODUCTION

Battlechangers are, by default, a mostly genderless race. For Battlechangers, gender as it's understood by humans is irrelevant. When interacting with humanoids, most Battlechangers adopt a default 'male' voice and use male pronouns, but this is merely an affectation. When dealing with aliens with gender differences, most Battlechangers prefer the extra authority that a strong masculine voice gives them- on matriarchal worlds, Freegear can switch to a feminine voice track and pronouns with just a thought. Tyrakrons don't care enough about humanoid gender identity to bother.

Since coming to Earth, some Freegear realize their personality and body type are what an American, circa 1985 would consider feminine. Some

Battlechangers play up their differences, exaggerating their extant 'female' traits and even redesigning their form to better imitate the attractive, interesting little mammals they now co-exist with. In human terms, any 'female' Battlechanger is effectively a transgender female.

The exception of course, are Mechaborn Battlechangers from distant colony worlds where something like gender persisted; these unique robots only begin appearing 10-20 years after the Battlechangers came to Earth and the Great War entered its final phase.

Emulators never entirely lost their gender-differences, and since crash landing on Earth, many female Emulators are rediscovering gender traits they thought their species lost millions of years go. For these cyborg Battlechangers, Earth and its two equally intriguing genders comes as a welcome history lesson.

New Battlechangers are constructed in a variety of methods.

Assembled

Assembled robots are the most common breed of Battlechangers. New AI matrixes are programmed by techno-artisans, while city-sized factories produce the bio-mechanical anatomy of a new robot. Mind and body are meticulously assembled, the newly created robot is powered up. It is programmed with the skills and knowledge necessary to survive the Great War and best serve its faction. The robot's personality – its soul – is an emergent function of its neural programming and its non-sentient hardware systems.

Alloyed

Alloyed Battlechangers are widely held to be the most powerful of their species. These robots are spontaneously born from bio-mechanical wombs found scattered throughout the alien mecha-world Technys. Unlike Assembled Battlechangers, who are created to meet the needs of the day, Alloyed Battlechangers emerge with unique and unpredictable powers. Their minds and destinies are their own- they are fierce fighters and powerful intellectuals. Many are devout worshippers of the Alpha Source, whose energy waves surge through the planet and initiate the process that begins an Alloyed birthing.

Mechaborn

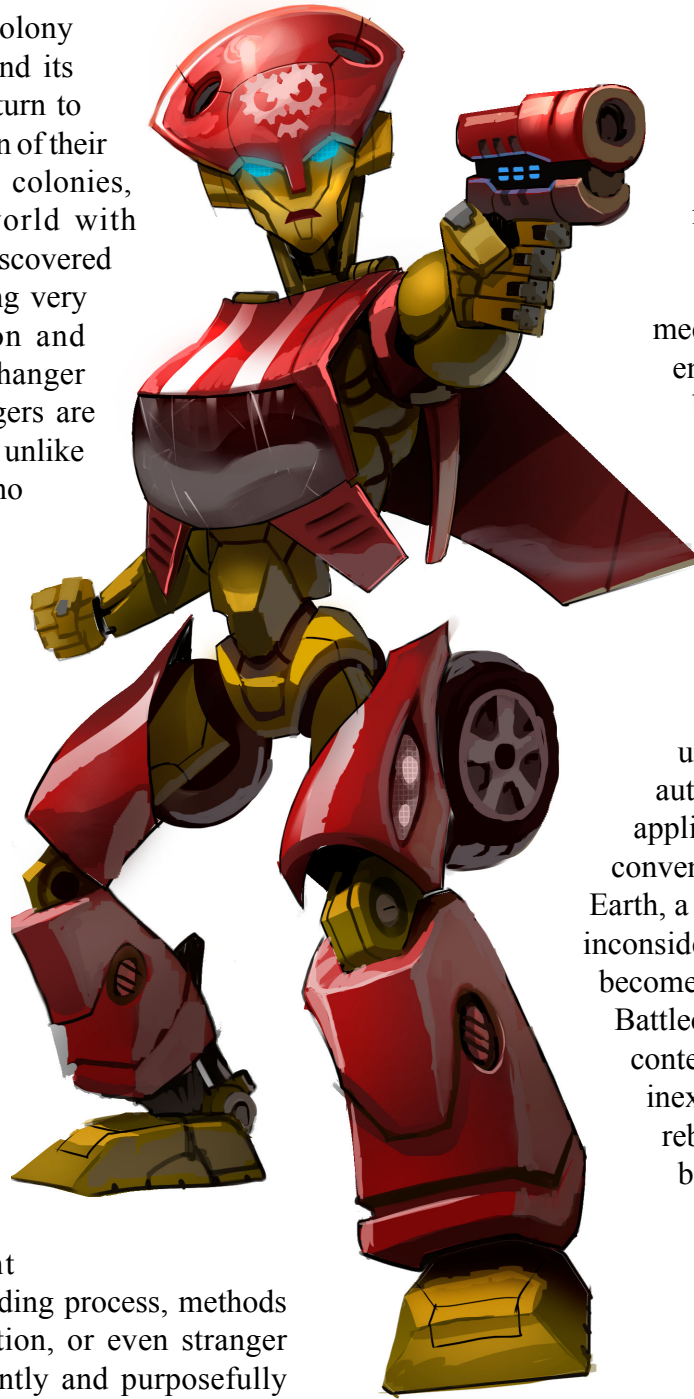
Several Battlechanger colony worlds, cut off from Technys and its bio-mechanical wombs, had to turn to other methods for the perpetuation of their species. Several Battlechanger colonies, especially those sharing a world with organic, humanoid species, rediscovered gender and introduced something very much like sexual reproduction and family structure to the Battlechanger species. Mechaborn Battlechangers are the product of these unions, and unlike conventional Battlechangers (who might choose a gender, but are not required to), Mechaborn have a defined gender identity and sexual orientation as humans would understand those terms. The females of the species undergo a process similar to mammalian pregnancy and birth.

Other Methods

The Battlechangers are a highly adaptable and intuitive species. Unique modifications, eugenic experiments and machine evolution have produced several wonders and horrors throughout the centuries. Some isolated Battlechanger worlds might reproduce by a mitosis-like budding process, methods explicitly like sexual reproduction, or even stranger techniques. The species constantly and purposefully adapts itself to new situations and new definitions of 'life'.

BATTLECHANGERS: **EARTH GENESIS**

When the Battlechangers came to Earth, their Great War entered its final phase and the race was reborn. Uncounted millions of years of conflict came to a head, and during the last hours of the climactic battle, an ancient artifact at Earth's heart awoke. A



pulse of alien energy swept across the Earth, similar to the Alpha Source's fading pulse cycles, but exponentially more intense.

Without Technys' bio-mechanical wombs, the energy latched onto, and began gestating in Earth's machines. One in a thousand machines, or perhaps one in ten thousand, or perhaps fewer, was imbued with a Battlechanger's spark of existence. Out of the uncounted trillions of automobiles, computers, appliances and other modern conveniences assembled on Earth, a small but not inconsiderable fraction have become the next generation of Battlechanger. Now, a race contemplating its own inexorable extinction was reborn. Soon, all factions began scouring Earth in search of newly forged Battlechangers, the mechanical children of two worlds: steel Technys and lush and fertile Earth.

The Battlechangers of the Earth Genesis often remain inert, locked into their original mechanical forms until discovered and 'awakened' by existing Battlechangers. Once brought on line by the presence of an older Battlechanger, these new mechs quickly activate personality protocols and take advantage of comprehensive databases of basic Technysian history and Terran technical knowledge. Most of these robots have enough pre-programmed knowledge to function in Technysian society, though they tend to be naïve

and quickly find out that theory and practice are very different things.

What some of the Battlechangers stationed on Earth when this cataclysmic event occurred suspect, but cannot prove, is that the energy wave that sparked the Terran rebirth of their species may have propagated throughout the galaxy at high-FTL speeds. If that's true, the distant stars might be home to an endless assortment of new Battlechangers, only waiting to be discovered. Perhaps a scattered, wartorn species of a few million souls is now the one of the most prolific and numerous races in known space.

CYBERNURSERIES

Soon after the Earth Genesis Event, the Freegear and their human allies established nearly 100 *Cybernurseries* on each of Earth's continents. Newly discovered Battlechangers could be taken, guided through the rapid evolutionary process from non-sentient machine to Battlechanger, and allowed to develop their own personalities and moral code without the stresses of the war. Earth's Freegear Majors had long opposed the use of Warborn 'child soldiers', but were forced by military necessity to continue sending newly assembled Battlechangers directly to the frontlines. With the Great War finally over, the Cybernurseries were a deliberate change in the way the Freegear educates and socializes newly constructed Battlechangers.

Cybernurseries remain strongly defended, by both human and Freegear militaries. The remnants of the Tyrakron forces on Earth have no such compunction against using Warborn soldiers. When a suspected newborn Battlechanger is discovered, anywhere on Earth, it is a race between Freegear and Tyrakron to capture the new robot. For Tyrakrons, each new robot discovered is a potential new recruit, whether they wish to be or not. Tyrakrons have launched costly raids against poorly defended Cybernurseries, kidnapping newly assembled Battlechangers, and forcing them to fight on their side.

LIFESPAN

Battlechangers are an extremely long-lived species; by the standards of most organic races, they are virtually immortal. With proper maintenance, they can survive for upwards of 8-10 million years before age and obsolescence critically impairs their systems. Even without proper maintenance, Battlechangers can endure millions of years of hard fighting. Only a few handfuls of Battlechangers have ever died of old age or other natural causes- usually only massive overkill can permanently offline a Battlechanger.

FUELON

Fuelon is the strange alien energy that powers the futuristic engines of all Technysian robots. Earth science is unable to duplicate or even conclusively analyze Fuelon, and even Earth's greatest technological power sources, such as nuclear fission reactors and cyclotrons can only produce a trickle of Fuelon. In its natural state, Fuelon is an iridescent purple-red crystal that glows brightly with its own strange internal light. Battlechangers ingest raw Fuelon crystals, either by swallowing them (in the case of Battlechangers with humanoid lips) or by inserting the crystals into a special fueling port somewhere on their body, often on the chest plate or forearm.

Fuelon deposits naturally occur in several planets across the galaxy, including in remote locations on Earth and throughout the Solar System! Wherever new Fuelon deposits are discovered always become battlegrounds, as Freegear and Tyrakrons strive for control of the potent energy crystals.

Robots with the Fuelon Conversion trait can convert high density native fuel sources into usable Fuelon. This 'processed Fuelon' is a viscous pink and crimson liquid that glows like its natural counterpart, and is contained behind glass-like spherical forcefields. These spheres fit in the palm of most Battlechangers and are consumed in the same manner as natural Fuelon... though most robots complain a bit about the 'taste'.

SYS-STASIS

When a robot's Fuelon Reserves reach 0, it lacks the energy to sustain its functions. The robot enters *sys-statis*- a coma-like state that allows the robot to slowly recharge its Fuelon Reserves. When a robot enters Sys-Stasis, it become unconscious and helpless. Unless provided with Fuelon by an ally or until it can naturally regenerate at least one point of Fuelon. At this time, the robot's onboard batteries have recovered enough to return it to operational status. The robot returns to function with 1 point in its Fuelon Reserve.

MILITARY

The Great War has shattered Technysian society, forcing every Battlechanger to assume the role of a soldier, terrorist, freedom fighter, spy or martyr. Even after the Great War officially entered its final phase on Earth, the lessons and trauma of millennia of conflict continue to shape Battlechangers' reaction to the universe, and to each other.

LANGUAGE

Battlechangers begin play speaking a dialect of Technysian unique to their faction. This is referred to as Tech-FG for Freegear, Tech-TY for Tyrakrons, Tech-EM for Emulators and Tech-RF for Refugees. Other factions might have their own dialects. The robots also begin play speaking Common, English, Japanese or whatever the *lingua franca* is in your campaign. Battlechangers with high INT scores may choose any language as a bonus language, often giving special preference to the races of other machine-like species, such as the Star Droids.

BATTLECHANGER NAMES

"Thundercracker is the name I have chosen for myself. My name is a word that can tear apart the day."

-Thundercracker, *Seasons in Flight*, IDW

Battlechanger names are a complex hexadecimal equation transmitted by secure wireless networks, and are untranslatable into organic language. As a result Battlechangers adopt codenames that define them.

Battlechanger names are descriptive, giving you a good idea of your robot's powers, role and personality. Tyrakron names tend to be a bit more aggressive, implying cruelty and violence, compared to Freegear codenames. For example, a Freegear with a fire truck alt-mode and heroic, protective disposition might bear the name Fire Guard, or perhaps Infernus Major. A Tyrakron warrior with a similar altmode might be known as Scorch, Third Degree or Killfire.

Common Battlechanger Name Components (2D20)					
2 Fire	3 Storm	4 Thunder	5 Blast (er)	6 Shock (er)	7 Wave
8 Wheel	9 Prime	10 Wrench	11 Ice	12 Jet	13 Sky
14 Road	15 Bust (er)	15 Break (er)	16 Convoy	18 Black	19 Sign
20 Pulse	21 Hydro/ Aqua	22 Tread	23 Track	24 Force	25 Strike (r)
26 Skid	27 Star/Sun	28 Scream	29 Supreme	30 Nova	31 Guard
32 Alpha	33 Omega	34 Defender	35 Maximus	36 Watch	37 Master
38 Over/Ultra	39 Wreck (er)	40 A short, alien sounding word: Xarron, Zarak, Zetka, ect			

Here is a 2D20 based chart of common Battlechanger name components. When all else fails, roll twice and combine the results in whichever order you think best. Your oddest names won't be any less plausible than some official Hasbro offerings.

Emulator Naming

While most Battlechangers favor multi-syllabic compound words with high-tech, aggressive connotations, Emulators favor shorter, simpler names, puns and simple word play. This D8 chart should provide ample inspiration.

Emulator Naming (D8)	
1 Add -er or -or to the alt-mode to make it a transitive verb (ex: Tank-Or)	5 Separate a word describing the robot with a hyphen (ex: Kill-Er)
2 Simple pun based on the alt-mode's aspects or capabilities (ex: a battleship called Ship-Shape)	6 Word describing one of the robot's mental or character traits (ex: a superintelligent robot being called Brainy)
3 Single word with atypical spelling based on the alt-mode's aspects or capabilities (ex: a fire engine called Fire-Truxx)	7 Word describing one of the robot's physical features (ex: a robot with a heavily armored skull being called Helm)
4 Robot's function and a number (ex: Fighter-One)	8 A seemingly random word tangentially related to the robot's function or alt-mode (ex: a camera-bot called Snaps)

Royal Tyrakron Naming

Devout followers of the Pax Tyranika rarely adopt human-oriented codenames, instead choosing impressive, somewhat Latinate, bi or trisyllabic names. While Tyrakron foot soldiers rarely choose such grand names, they are in favor among the Tyrakron elite: generals, warlords, Senators and prospective Emperors. This D8 chart should provide inspiration for these fearsome, planet-killing names.

Royal Tyrakron Naming (D8)		
First Syllable	Second Syllable	Third Syllable
1 Dia	1 Clon/Klon	1 Us
2 Mega or Magna	2 Axx	2 Tron
3 Galva	3 No Second Syllable	3 No Third Syllable
4 Jia	4 Ty/Try	4 Tor/Or
5 Stra/Skra	5 Ran	5 Plex
6 No First Syllable	6 Wir/Wyr	6 Strax
7 Giga	7 Saur	7 Stat/Star
8 Death	8 Zar	8 Ak

Appearance: Color Scheme

Deciding on your robotic and alt mode color schemes is purely a matter of preference. Despite the logical implausibility, your hull color does not affect your ability to hide in alt-mode: a set of lime green and violet construction vehicles can hide out at a construction site as easily as can an assortment of Caterpillar yellow trucks, and nobody questions a Lamborghini Contach in red and white fire department colors.

In robot mode, the Battlechanger's torso, extremities and helmet are usually a single color, with their biceps, thighs and abdominal or groin plating assuming a complementary hue. Many robots have surface detailing (such as wing piping, a cockpit canopy, or hubcaps) in a third hue. Roll D20 as many times as desired to determine your robot's color scheme, as well as the condition and intensity of his paint job.

Appearance: Head Decoration

There is a visual language to Transformer heads and faces, one that the **Battlechangers: Ironworks** speaks fluently. None of these facial decorations have any real bearing upon a robot's personality. Robots with some of the least anthropomorphic, most fully robotic faces are among the warmest and most emotional characters in the fiction (*Optimus Prime*, *Rewind*, *Chromedome*) or among the most dynamic and influential (*Soundwave*, *Whirl*, *Shockwave*), not the emotionless drones their appearance would suggest.

Color (D 20)					
1 White	6 Sky Blue	11 Brick Red	16 Lime Green		
2 Silver/Chrome	7 Turquoise	12 Cherry Red	17 Brown/Tan		
3 Golden	8 Yellow	13 Orange	18 Offwhite /Bone		
4 Black	9 Purple	14 Amber	19 Grey/Gunmetal		
5 Navy Blue	10 Magenta	15 Forest Green	20 Pink/Peach		
Color Intensity (D 4)					
1 Faded, Desaturated, Rusted Out	2 Showroom new, moderate saturation	3 Showroom new, moderate saturation	4 Shiny, metallic or neon- supersaturated color		
Surface Detailing (D 8)					
1 Heavy scarring, pitting, dents	2 Mismatched parts and paint- looks like a junker	3 In decent repair	4 In decent repair		
5 Pseudo-organic detailing	6 Covered in hexagonal tiles or tessarae	7 Equipment, cargo or tools strapped to hull	8 Polished to a mirror sheen		
Cosmetic Detailing (D 12)					
1 Glowing faction insignia	2 Flame deco	3 Military unit, police, EMT or other professional deco	4 Corporate sponsors, as on a racing vehicles		
5 Tiger striping or similar animal motifs	6 Extensive glowing light piping	7 Alien runes and glyphs	8 Jagged tribal designs in black or a complementary color		
9 Colorshifting paint responds to temperature or emotion	10 Parts of the hull appear to be crystalline or translucent, perhaps solid energy	11 Colorful geometric patterns	12 No major cosmetic details		
Optics (D 6)					
1 Separated optics with camera-like irises	2 Separate optics – no visible inner detailing	3 Separate optics visible behind squared visor	4 Squared off or angular visor	5 Rounded ‘goggle’ like optics	6 Cyclopean, large camera optics
M outh/Facial D etails (D 12)					
1 Humanoid lips	2 Humanoid mouth without detailed lips	3 Flat or rounded mouth guard, flush with skull	4 Raised, diamond shaped or trapezoidal mouth guard	5 Multiple layered mouth guards or coiled metal rings	6 Prominent chin or helmet chin-strap
7 Bestial maw	8 Complex, mandible-like structures	9 Armor plating vertically across nose or mouth	10 Neatly trimmed mechanical beard or goatee	11 Wildly overgrown, tangled mechanical beard or goatee	12 Vent like structures covering mouth
V ents or A ir I ntakes (D 6)					
1 No major or visible vents	2 Vents on face plate	3 Vents on helmet cheekguards	4 Vents on forehead or upper helmet	5 Vents on helmet noseguard	6 Vents on horizontal helmet crest
R ivets/S eams/M old L ines/A rticulation on F ace (D 6)					
1 Clean and smooth features, little surface detail (like the G1 cartoon designs)	2 Slight	3-4 Moderate articulation or seams in places where humans might have laugh lines or skin folds	5 Fairly complex	6 Extensive (esq- Don Figueroa’s post-movie designs)	
H elmet S tyles (D 6)					
1 Rounded bucket helmet	2 Squared off or angular helmet	3 Samurai-like helmet	4 Knight-like helmet	5 Conical or miter-like helmet	6 No helmet
H elmet/Skull D etails (D 12)					
1 Heavy cheekguards or earphone like structures	2 Cheveron like crest on forehead	3 Diamond or Trapezoidal crest on forehead	4 Vertical rectangular crest on forehead	5 Small, decorative helmet horns	6 Large, devilish or bull-like horns on helmet
7 Diadem or crown-like structures	8 Plain, undecorated helmet	9 Hairlike structures, wires, crests or plating	10 Mohawk like crest	11 Visor protruding over face	12 Retractable battlemask

Deity	Alignment	Domains (associated sub-domains)	Favored Weapon
The Alpha Source	LN Greater Deity	Artifice (both) Earth (metal) Knowledge (memory) Law (inevitable)	Warhammer
The Council of Majors	Collectively N Intermediate Deities	Protection or War plus any other domain	Halberd, Great Axe or Antimatter Cannon
The Gotron Heart	NG Intermediate Deity	Artifice (construct), Community (home), Knowledge (thought), Rune (language)	Spacer's Blaster
The First Forged	LG Greater Deity	Glory (heroism) Good (archon) Law (archon) Strength (resolve) Travel (exploration)	Plasma Rifle
The Pax Tyranika	LE Greater Philosophy	Law (devil), Nobility (leadership), Strength (ferocity), Trickery (deception), War (both)	Heavy Ion Pistol, Pulse Rifle or Antimatter Cannon
The Primitive Surge	N Lesser Deity/Philosophy	Air (wind), Animal (both), Sun (day), Weather (storms)	Dagger
The Umbra Nemesis	CE Greater Deity	Chaos (demon) Darkness (loss) Death (murder) Evil (demon) Fire Madness (nightmare)	Heavy Flail

The Alpha Source

The Alpha Source is a supercomputer at the heart of Technys, an actual physical and observable component of the race's home world. The Alpha Source mainframe is a pilgrimage site for the species, and by ancient treaty, all mecha are allowed free passage to the

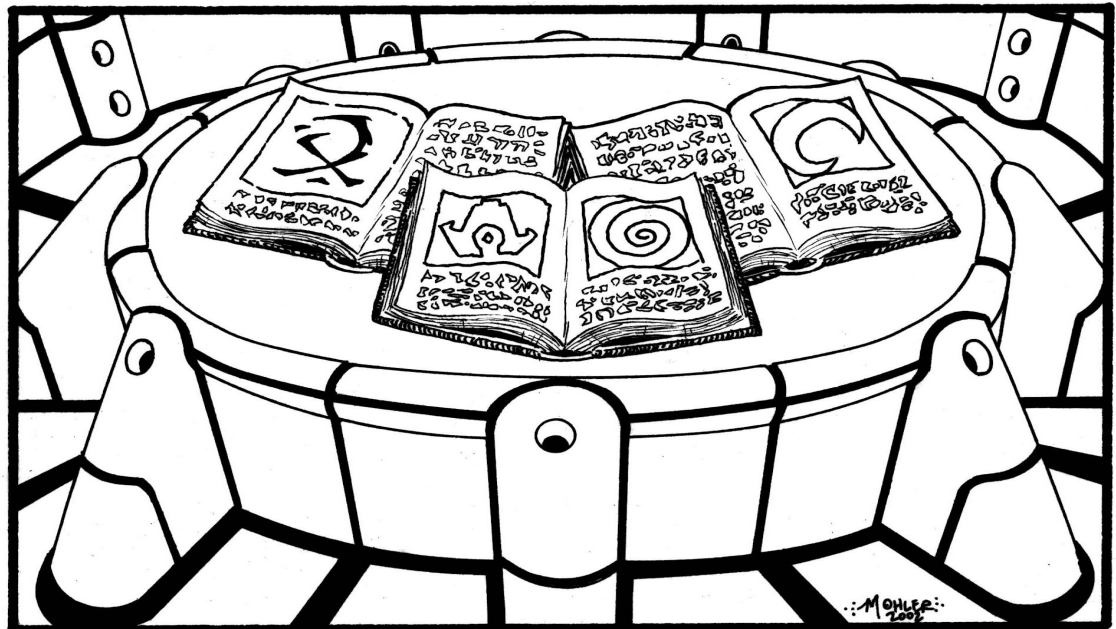
supercomputer, and no violence is permitted in its holy shadow. Battlechangers often leave tiny goblets of their Fuelon as a tribute to the supercomputer.

BATTLECHANGERS

RELIGION

Battlechangers are an intensely devout, yet rarely religiously demonstrative species. They hold their beliefs close to their sparks but rarely proselytize. All Battlechangers are well aware of the race's creation myths, even if they do not believe themselves, and few Battlechangers consider their practices relevant to organic lifeforms. Despite their vast lifespans, no Battlechanger alive today has seen the events of their creation myth, though ancient records and scientific data lend credence to these ancient stories.

The Alpha Source is celebrated as the giver of mechanical life, and generates the sourcecodes for new Battlechanger souls. The Alpha Source initiates the process that creates Alloyed Battlechangers.



The Council of Majors

The first Majors were the leaders of the original ten tribes of Battlechangers, legendary god-heroes who forged the species culture. Members of the Ten are credited with every innovation that drove the species' evolution. For example, Triplex Major was said to be the first and most adaptable Triple Changer, while Genus Major is hailed as the first to take a primitive alt-mode. Similar legends exist for all members of the Ten, including the fearsome Sadis Major, the warlord who founded the Tyrakron Empire and set the race on the path of conquest.

Collectively, the Council of Majors forms a neutral sub-pantheon who accepts worshippers of all faiths. Clerics of the Council must select either Protection or Warfare as a domain, and may select any other domain as their second, representing the diversity of mythic figures (and interpretations of these figures' myths) within the Council.

The First Forged

The First Forged is celebrated as the first and greatest Battlechanger, the progenitor of the species. Different sects describe the god variously as either the being that programmed the Alpha Source and assembled Technys, or the first robot born from a Technysian mecha-womb. Other myths claim that the First Forged slumbers eternally and that the planet itself is the goliath robot's alt-mode. All sects, however, revere the First Forged as the prime example of what it means to be Battlechanger. Tyrakrons celebrate the First Forged's warrior aspects and revere him as a conqueror, while to Freegear he is the explorer of the cosmos and a fierce protector of all life.

The Gotron Heart

The Gotron Heart is an ancient supercomputer and fabrication database at the heart of the Emulator homeworld of Tronis VI. The organic ancestors of the Emulators created the self aware computer foundry when they began the cybernetic conversion of their species, modeling the Gotron Heart on the Battlechanger's own *Alpha Source*. The Gotron Heart is designed for interaction with intelligent hominids, and is less enigmatic than the Alpha Source. It (she?) communicates with its Emulator children more often,

serving as a benevolent tutor, oracle and repository of Emulator lore and culture.

The Pax Tyranika

The Pax Tyranika is a philosophy that is the official faith of the Tyrakron Empire. This militaristic and expansionistic code of conduct stresses discipline, courage and a kind of cosmic manifest destiny. The Pax Tyranika teaches that mechanical lifeforms are superior to organics, and that among mechanicals, it is the duty of the highly evolved and advanced Battlechangers to rule. Organic races too backward to recognize their own inferiority and upgrade their meat bodies deserve only extinction. Under the Pax Tyranika, the universe will know true peace and order, through efficient and well-planned tyranny.

Tyrakron generals and Emperors are venerated by the faith in a kind of ancestor worship. When finally offlined, such luminaries are said to become divine spirits, serving the first and greatest Tyrakron, Sadis Major, bringing tyranny and order to all levels of the multiverse.

The Primitive Surge

The Primitive Surge is the semi-anthropomorphic personification of the Technysian eco-system. It is the emergent complexity of the steel world's non-sentient mecha-animals, energized winds and datasphere, the invisible waves of information and electricity that encompass the world. Battlechanger Druids and Primitives worship the Primitive Surge, and the strength and intensity of the Surge's ghost signals are a direct indication of the planet's health.

The Umbra Nemesis

The Umbra Nemesis is the equal and opposite of the First Forged. Where the First Forged created and guides the Battlechanger race to greatness, the Umbra Nemesis seeks the race's destruction. Perhaps the Umbra Nemesis is a natural check on a nearly immortal race, that left to their own devices, would eventually grow to consume every resource the galaxy has to offer?

That is the most charitable interpretation of the Umbra Nemesis' all consuming hunger. The dark deity is the source of periodic mass extinctions and the destruction of uncounted Battlechanger colony worlds.



The records are confused: some claim the Umbra Nemesis is a spiritual malaise, others claim it is entropy itself, while still others describe the deity as a roving super-planet that can annihilate lesser worlds in the purely physical sense.

Many Tyrakrons worship the Umbra Nemesis as a war-god, hoping to claim its implacable strength and destructive potential for themselves.

BATTLECHANGER **RACIAL TRAITS**

Size and Type

Battlechangers are **Monstrous Humanoids** with the **Battlechanger** subtype.

Though they are a mechanical race, their bodies have vital zones that can be targeted, and they are an intelligent, fully sentient species. They are treated as Monstrous Humanoids rather than Constructs for the same reason Full Conversion Cyborgs (*The Polymer Path*, *Othervers Games*, 2014) are.

Players choose the size of their Battlechanger at character creation. This size determines many of the robot's physical characteristics. These include the robot's base land speed in primary mode, reach, its massive strength multiplier, natural armor bonus, slam attack damage, the capacity of its Fueleon Reserve and the number of Shannix the robot can spend to purchase additional powers and abilities.

Game Master Note

The GM is free to restrict Battlechanger characters to a particular size range. Gargantuan Battlechangers are especially unbalanced compared to the organic races—nearly unstoppable physically.

Size and Weight

These vary wildly, even among Battlechangers of the same basic size category. Whatever their size, due to their mostly metallic construction, Battlechangers are much heavier than a comparably sized organic. For example, a human sized Battlechanger might weigh as much as 500-700 lbs, depending on configuration. The largest Battlechangers might mass as much as several thousand tons.

Robot's Size Category	Robot's Base Landspeed	Robot's Reach	Robot's Slam Attack	Natural Armor Bonus	Massive Strength Multiplier	Fuelon Reserve	Shannix Budget
Tiny	10 ft	0 ft	1d4	+0	X 0	12 Fuelon	8
Small	20 ft	5 ft	1d6	+2	X 5	10 Fuelon	10
Medium	30 ft	5 ft	1d8	+4	X 10	8 Fuelon	14
Large	40 ft	10 ft	1d10	+8	X 20	6 Fuelon	10
Huge	40 ft	15 ft	2d8	+12	X 100	4 Fuelon	8
Gargantuan	60 ft	20 ft	2d12	+20	X 1,000	2 Fuelon	6

affect only organic creatures, including magical afflictions. They remain vulnerable to afflictions that specifically affect

mechanical or bio-mechanical life forms.

Massive Strength [EX]

Battlechangers are incredibly strong by humanoid standards. Even the smallest Battlechangers, which stand 'merely' 6-8 ft tall are dozens of times stronger than a bipedal humanoid, thanks to their hydraulics, servos and dense, corded steel musculature.

Battlechangers multiply their lifting, dragging and carrying limits by a multiplier determined by the robot's size. A Battlechanger's base landspeed, also determined by its size, is never reduced by armor or encumbrance.

Robots in vehicular modes can haul cargo or passengers equal to their maximum drag.

Optics [EX]

Battlechangers have high-grade optical sensors that provide them with Darkvision with an impressive 500 ft range as well as lowlight vision.

Communications [EX]

Battlechangers can perceive and transmit on unencrypted radio, television, wifi and signal protocols. All Battlechangers are considered to have the Onboard Computer cybernetic implant.

Unique Mechanical Anatomy [EX]

Battlechangers have unique, modular and metamorphic mechanical bodies. Battlechangers may wear additional armor, but it must be custom made and fitted. Multiply the base cost of armor by the robot's Massive Strength Multiplier to determine it's cost when custom made. Battlechangers cannot transform into their alt-mode while wearing additional armor.

Battlechangers have the No Breath racial quality. They are immune to poisons and diseases that

Battlechangers do not heal damage naturally. They must expend Fuelon to activate their Self Repair Systems (see below); alternatively, they can be repaired with Craft (mechanical) as if they were Constructs. A DC 20 Craft check requires an hour of work and restores 1d8 Hit Points.

Alt-Mode [EX]

All Battlechangers have an Alt-Mode which they can transform into as a move equivalent action that does not provoke attacks of opportunity.

If an Alt-Mode's size is not within one step either direction of the Battlechanger's robot mode, the robot must use Mass-Shifting to transform. Minor differences in size can be accommodated by purely physical transformations, including sliding and collapsing modular components and creative parts arranging.

Mass Shifting

Each category of possible alt-modes can transform into a certain size of robot without requiring the strange physics of 'mass shifting'. A cell phone can become a cat-sized robot scout, and a Honda Civic can transform into a 12 ft tall metallic warrior. Modular components slide into place, folding and arranging themselves as necessary to fill out the robot's bulk. (Never mind how a 250 lb robot can transform into a 5 ounce iPod... that's a question cartoons never addressed and we won't either.)

A Battlechanger's Alt-Mode is the usually same (or almost the same) size category as its primary mode, unless the robot uses Mass Shifting (explained later) to transform.

A few robots have more extreme size differentials between their robot and alternate forms. An Ohio-class ballistic missile submarine might transform into a robot 'only' twenty feet tall, or an old battered Walkman might expand out into a robot a head taller than a human. In this case, these radical alterations in scale are explained away by Technysian mass shifting technology. You don't need to purchase a special gadget to use Mass Shifting, as this technology is fundamental to the Battlechangers.

Anytime a robot equipped with Mass Shifting technology transforms, that robot expends a point of Fuelon. Mass Shifting gives robots greater versatility, but is expensive in terms of fuel expenditures.

Robots that transform into handheld devices sized for normal humans can also choose not to activate their size changing circuitry when transforming. In this case, the robot remains at a scale that would allow the device to be used by any Battlechanger of Giant-Scale or larger. For example, a mini-bot that normally transforms into a pair of human sized binoculars could instead turn into a set of giant-sized goggles for use by other robots. Transforming in this manner does not expend Fuelon.

Most Alt-Modes provide the Battlechanger with the Freeze special quality while in that form, provided the Battlechanger is parked in a location where such a vehicle or object would be common. For instance, a Battlechanger in aircraft form could easily hide in an airfield, while a Battlechanger with the alt-mode of a Ford Focus could hide in virtually any urban area. Other alt-modes lack the Freeze special quality entirely- after all it's hard to hide a 30 ft tall chrome dinosaur.

Creating an Alt-Mode is described in the next section.

Fuelon Reserve [EX]

Battlechangers are powered by the unique, ultra-density alien energy known as Fuelon. Fuelon recovers very slowly once expended. A Medium Battlechanger reduced to 0 Fuelon recovers 1 Fuelon in 24 hours; Large Battlechangers require 96 hours; and it requires one month for a Huge or larger

Battlechanger to recover one point of Fuelon and come out of sys-stasis.

A Battlechanger can willingly enter prolonged sys-stasis to fully recover its Fuelon Reserve. The Battlechanger remains unconscious and helpless until its energies are fully regenerated. Fuelon energy recovers at one point per time period listed above.

Fuelon can be expended in a variety of ways to benefit the Battlechanger. Most gadgets and innate powers require Fuelon expenditure. The Battlechanger can also expend Fuelon for the following purposes:

- **Alt-Mode Movement:** A Battlechanger with an immobile alt-mode can spend a point of Fuelon to move at a flight speed equal to its base land speed (poor) by magnetic or gravitic levitation for one scene. *Move equivalent action.*
- **Basic Functioning:** The Battlechanger must expend one point of Fuelon per 24 hours to remain operational. If this need is not met, the Battlechanger enters sys-stasis. *No action.*
- **Combat Effort:** Expending a point of Fuelon provides a +5 increase to damage on a successful attack. This use must be declared prior to making the check. *Swift action.*
- **Defensive Effort:** Expend a point of Fuelon to halve the damage from an attack that will hit you. This can stack with Evasion, further halving damage (so you suffer $\frac{1}{4}$ damage on an Evaded attack with Defensive Effort). *Immediate action.*
- **Energetic Conversion:** Expend a point of Fuelon to recover a point of *Ki*, *Grit*, or other class based expendable energy resource. *Full round action.*
- **Extra Effort:** Expending a point of Fuelon provides a +5 competence bonus on a particular skill check or attack roll. This use must be declared prior to making the check. *Free action (skill) or Swift action (attack roll).*
- **Fast Transformation:** Override your shift-safety limiters and transform between modes as a Swift action. *Swift action.*

- **Lethal Targeting:** Expend a point of Fuelon to automatically confirm a critical hit. *Immediate action.*
- **Mass Shift:** If the robot uses Mass Shifting to transform into its alt-mode, one point of Fuelon must be expended when changing modes. *No action.*
- **Rescanning:** Change the cosmetic details of your alt-mode. *Full round action.*
- **Self Repair Protocol:** Expending a point of Fuelon provides the Battlechanger with Fast Healing 3 for one round; every five character levels the Fast Healing increases by an additional 3 points. *Standard action.*
- **Wrecker:** Expend a point of Fuelon to ignore an inanimate object or structure's Hardness when attacking with your slam for a single attack. *Free action.*

ABILITY SCORES

Battlechangers roll or purchase their six ability scores as normal for the campaign. However, by spending Shannix, Battlechangers can permanently upgrade one or more of these scores.

Rolled and purchased ability scores are not modified

by size, as the Massive Strength multiplier effectively simulates a Battlechanger's prodigious strength without producing dramatically unbalanced combat capabilities.

OPTIONAL: CASTE ABILITY SCORE MODIFIERS

Battlechangers, both good and evil, have a caste-based culture. The alien robots are stratified into several social levels, which roughly determines how powerful and competent these robots are.

The majority of the Battlechanger race are members of the Worker, Disposable or Warrior Castes. Command and Philosopher Caste robots are relatively rare. Of the three common classes, Disposables were the most common at some points in history. In the modern era, after uncounted eons of warfare, naturally Warriors are the most common caste.

Choosing a caste limits the Battlechanger's size, and provides ability score modifiers. This step is optional, but extremely flavorful.

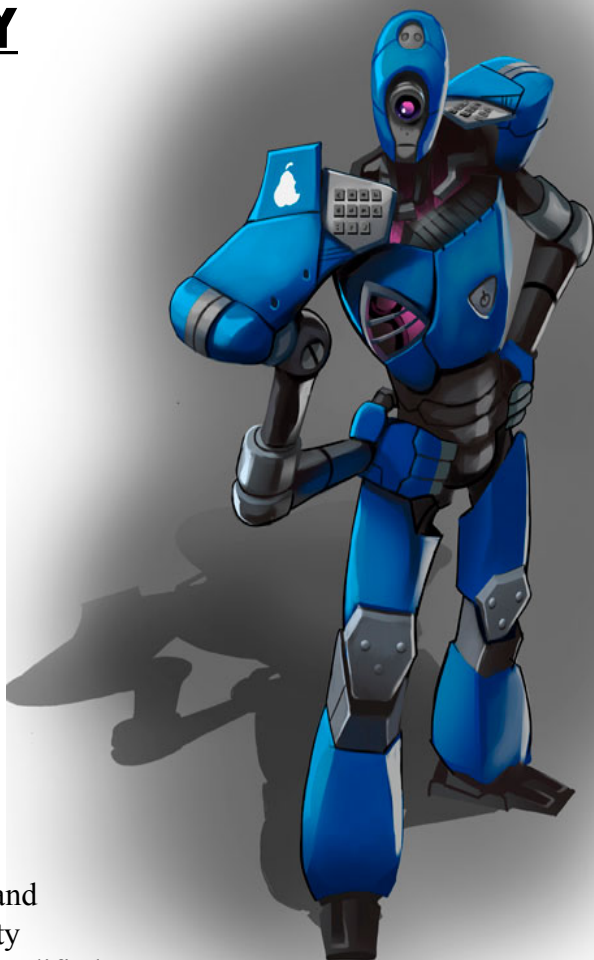
Worker Caste

-2 DEX, +2 CON, +2 WIS

Worker Caste

Battlechangers are the most common examples of the breed. They are bulky, but fuel efficient and robust, with a good grounding of common sense and core programming.

Worker Caste robots must be Large, Huge or Gargantuan. Most have vehicular alt-modes of the Hauler, Rescue or Worker classifications; Ground alt-modes are most common, but these robots are not firmly restricted to the road. Sky and Sea based Workers exist, and keep operations functioning smoothly in those environments.



Disposable Caste

-2 STR, +2 INT, +2 WIS

Disposable Caste robots were extremely common in the distant past, before the Great War, but are less common now days. These highly intelligent and skillful robots were among the physically frailest of the species, and often treated like slaves or servants by larger, more powerful robots. Disposable Caste Robots still suffer a social stigma, even in the supposedly enlightened modern era, where even after millennia of heroism in the Great War, discrimination against these small, quirky bots still exists. Disposable Caste Battlechangers who survived the Great War have become more assertive and forced their factions to acknowledge the importance of their contributions.

Disposable Caste robots must be Tiny, Small or Medium and must have either a Gadget Alt-Mode or a Primitive Alt-Mode that does not incorporate mass shifting.

Warrior Caste

+2 STR or +2 DEX

Warrior Caste Battlechangers are the most common breed of robot, and form the spine of the Freegear and Tyrakron armies. They are designed with superior motive servos and articulators that enable them to excel at their preferred combat modus- either swinging a charged Fuelon axe, or blasting away with null rays.

Warrior Caste Battlechangers must Medium sized or larger. They are not restricted in terms of alt-mode choice, but very few become Gadgets, and those few who do almost always take a weapon, armor or shield form. The Defender, Fighter or Speeder classifications are especially common for those with a vehicular alt-mode. Primitive Alt-Modes are especially common, and often quite impressive.

Command Caste

-2 DEX, +2 CON, +2 CHA

Command Caste robots are huge, determined and imposing Battlechangers who tower over the smaller robots they command.

Command Caste Battlechangers must be size Large or even larger. They are not restricted in terms of alt-mode choice, but among Freegear the Ground

Defender or Rescue classifications are most common among the leadership. Sometimes Freegear Commanders choose Primitive alt-modes, usually giving favor to powerfully built, mammoth herbivores, dinosaur or simian forms. By contrast, Tyrakrons of the Command Caste are often Ground or Sky Fighters, or else choose an impressive Primitive Alt-Mode, often taking draconic or demonic form. Very few ever choose a Gadget Alt-Mode, but those who do almost always choose weapon forms.

Philosopher Caste

-2 DEX, +4 INT or WIS

Philosopher Caste Battlechangers are the thinkers, scientists, techno-oracles and spiritual leaders of the species. These strongwilled and keenly intelligent robots are often placed in rather bulky, slow moving hulls.

Philosopher Caste robots can assume any size, and have only a few restrictions. They cannot select the Fighter or Speeder classifications for a vehicular Alt-Mode, and rarely take combat focused Primitive Alt-Modes. Gadget Alt-Modes are incredibly common, with many taking the form of scientific devices such as microscopes, DNA centrifuges, MRI scanners, and similar investigatory devices.

"Junker Caste"

+4 CON, either -2 INT or -2 WIS

Though not an officially recognized part of Technysian culture, lost "Junker" colonies and members of the Scavenger Fleet have evolved a similar set of characteristics. Junkers are tough and hardy, able to withstand the kind of damage that would off-line a pair of ordinary Battlechangers. However, their substandard neuro-programming and cultural isolation leaves many either a little dim-witted or flat out insane. These guys are hard to take down, and they dare to be stupid.

CHOOSE YOUR ALT MODE

Battlechangers can assume the form of a variety of vehicles. Regardless of their shape, they never need to make Drive or Pilot checks to maneuver themselves in their alternate form. Acrobatics checks might be required instead for spectacular maneuvers, or Swim checks for watercraft.

VEHICLE

ALT-

MODES

Battlechangers can assume an almost infinite variety of vehicle forms, from humble civilian vehicles like a Scion automobile to earth-shaking combat behemoths like an

Abrams main battle tank, from a sleek F-22 Raptor to an archaic yet ultra far-ranging Apollo Rocket.

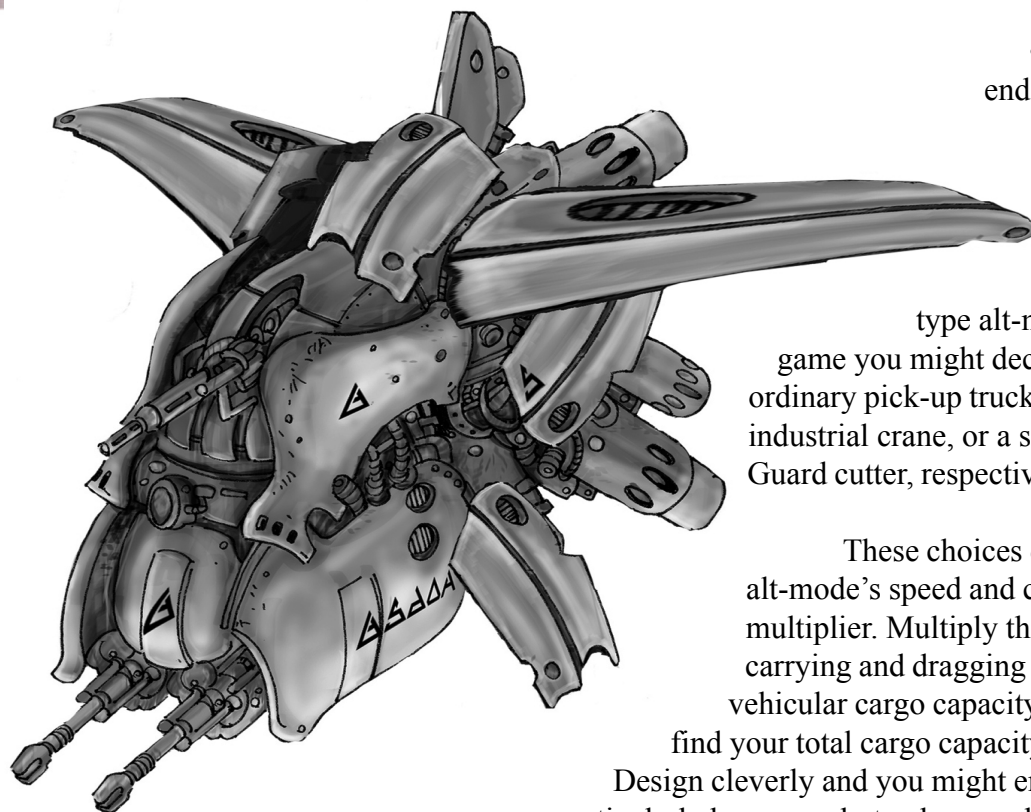
While the original *Battlechangers* featured an extensive list of vehicle alternate modes, *Battlechangers: Ironworks* takes a more generic, and modular approach.

Choose Size

First, the player simply chooses the Alt-Mode's size. If within one step either way of robot mode size, the mech can assume that shape without expending Fuelon, by compressing parts and creatively folding internal components. Dramatically larger or smaller alt-modes require Fuelon to power mass-shifting circuitry.

Choose Classification

Now, decide if your Battlechanger will assume a **(Ground)** landbased, **(Sea)** aquatic or **(Sky)** flight capable vehicle mode. Then, decide if your alt-mode favors cargo capacity and endurance **(Hauler)**, super-tough armor **(Defender)**, passenger capacity and ordinariness **(Mover)** sheer speed and maneuverability **(Speeder)**, the ability to save organic lives **(Rescue)**, hardhitting physicality **(Worker)** or ranged combat capability **(Fighter)**.



- You might end up with a Ground Mover, Ground Worker or Sea Fighter type alt-mode, which in

game you might decide are: an ordinary pick-up truck, a heavy industrial crane, or a swift Coast Guard cutter, respectively.

These choices determine your alt-mode's speed and cargo capacity multiplier. Multiply the lifting, carrying and dragging limits by your vehicular cargo capacity multiplier to find your total cargo capacity in alt-mode.

Design cleverly and you might end up with a particularly brawny robot, whose well chosen alt-mode is able to haul thousands, even millions of pounds! This is a huge advantage to robots with, say, a starship alt-mode, if they want to carry their allies into battle on a distant planet.

A vehicle's speed multiplier modifies all its movement modes. If a vehicle mode provides a natural armor bonus, add this to the robot's natural armor bonus to determine the Battlechanger's total natural armor bonus in vehicle form.

Free Vehicle Mode Abilities

Depending on your classification, your alt-mode gains free abilities, shown on the chart on page 23.

Alt Mode Limitations and Advantages

While in vehicular form, Battlechangers cannot wield or manipulate objects, nor can they use many built in weapons or attack forms, unless the weapon is also logically available in vehicle mode. For example, a Freegear warrior with a tank alt-mode can probably use his built in railgun and missile pods in both vehicle and robot form. By contrast, a Tyrakron warrior with a helicopter alt-mode probably couldn't use his energy blades in vehicle mode, as they transform into his rotor assembly. This decision is

Classification I	Base Land Speed	Base Swim Speed	Base Flight Speed
Ground	200 ft	-	-
Sea	-	100 ft	-
Sky	- (negligible taxi or landing speed)	-	500 ft (average) in alt-mode only

Classification II	Cargo Capacity Multiplier	Speed Multiplier	Natural Armor Bonus in Alt-Mode
Defender	-	X $\frac{3}{4}$	+8
Fighter	-	X2	+2
Hauler	X10	X $\frac{1}{2}$	+6
Mover	X5	X $\frac{3}{4}$	+0
Rescue	X5	-	+0
Speedster	X $\frac{1}{4}$	X5	-2 (minimum +0)
Worker	X5	X $\frac{1}{2}$	+6

Classification I	Free Abilities in Alt Mode
Ground	Common Alt-Mode trait, usually Freeze
Sea	Chem Proof; usually Freeze
Sky	Usually Freeze; sometimes Hover in alt-mode (if appropriate to an aircraft of the chosen type, such as a helicopter or UFO)
Classification II	Free Abilities in Alt-Mode
Defender	One Special Armor (or shield) worth 3 Shannix or less; usable in both modes
Fighter	One Special Weapon (ranged) worth 3 Shannix or less; usable in both modes
Hauler	Chem Proof or Energy Shielding (one of choice)
Mover	Common Alt-Mode Trait, Passenger Hauler feat, usually Freeze
Rescue	Spell-Like Technology: <i>stabilize</i> usable at will; <i>cure light wounds</i>
Speeder	Superspeed Engine; usable in alt-mode only
Worker	One Special Weapon (melee) worth 3 Shannix or less; usable in both modes

made during character creation by consensus between the player and gamemaster.

In many cases, the Battlechanger cannot be tripped or bull-rushed in vehicle form, and depending on the GM's judgment other combat maneuvers simply do not apply. A Battlechanger's central hull or passenger compartment in vehicle mode occupies as many squares as a creature of its size category normally would. However, especially in the case of aircraft alt-modes, the vehicle's wings might occupy several more squares.

A Battlechanger in vehicle form can attempt to ram targets as a vehicle of its size and speed.

For the sake of simplicity, a vehicle's top outside-combat speed and other capabilities (such as halogen headlights, tow lines or other useful accessories) are left vague. The player and GM should work together to decide these secondary vehicle aspects, based on common sense and real world vehicle capabilities.

Futuristic Vehicles

Some Battlechangers never take an Earth alt-mode, preferring the sleek lines and speed of a futuristic Technysian vehicle. Others consider it a matter of pride, and refuse to soil their cylinders with Earth components. If you want, your alt-mode can be Futuristic- a sleek and alien design that looks like nothing ever designed by an Earth automaker.

Futuristic vehicles do not have the Freeze special

quality. Instead, increase their base speeds in all movement modes by 20%. Robots can re-scan and chose an Earth mode to remove these modifiers at any time. Alternatively, an Earth-mode vehicle can be rescanned if the robot has access to Technysian technology, regaining a lost Futuristic alt-mode. Futuristic aircraft always gain Hover as a bonus feat.

Some futuristic versions of Earth vehicles are hovercraft rather than wheeled. These fast, slippery vehicles are treated the same as wheeled vehicles by the rules- but instead of wheels, they float about a foot off the ground, buoyed up by a cushion of magnetic force, pressurized air or another high-tech method.

OPTIONAL: ALT-MODE

WEAKNESSES

The player can select optional weaknesses for their alt mode, limiting their vehicle form's utility. Doing so provides a few extra Shannix in the build budget, assuming the gamemaster approves the restriction. The Shannix benefit is noted in parenthesis after the weakness' name.

Common alt-mode deficiencies include, but are not limited to....

No Robot Mode [4 Shannix]

You exist only in vehicular alt-mode and cannot assume a true robot form. This disadvantage is perfect for players wishing to use the flexibility of the Battlechanger build system to create an augmented vehicle or self aware machine- they're more interested in playing *KITT* than they are *Prowl*. Usually only Battlechangers with vehicle alt-modes take this deficiency, but some times Gadgets do as well, but

they almost follow the optional rules in the next paragraph.

The character is permanently considered to be in its alt-mode, and cannot assume a robot form. If the game master allows, the character can purchase a Primitive alt-mode as if becoming a Triple Changer, creating a Battlechanger that can only shift from alt-mode to robot mode (such as a data storage device that assumes jaguar alt-mode, or a space shuttle that becomes a griffon-like space lynx).

No Alt Mode [4 Shannix]

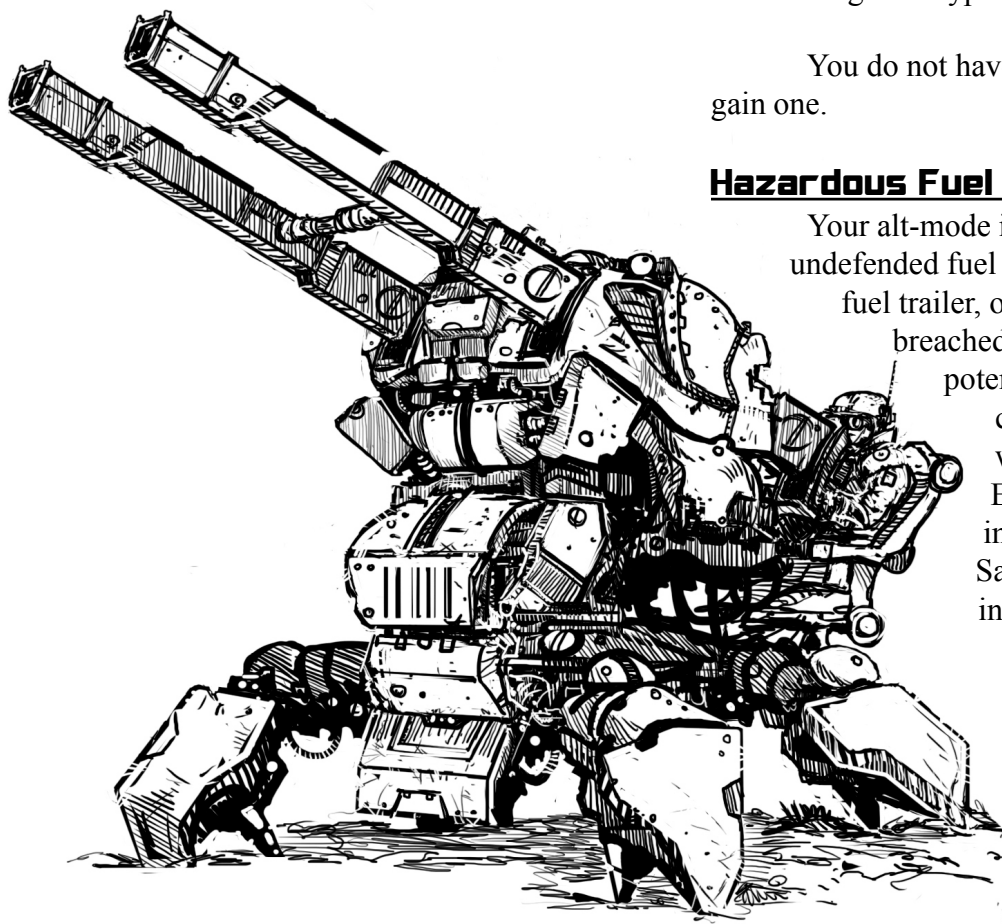
A handful of Battlechanger sects have abandoned their species ability to transform, either for religious reasons or as a means to conserve scarce resources, or perhaps just because their jury-rigged tech can't manage a complex conversion sequence. Alternatively, you might be a member of a separately evolved robotic species, similar in mechanics, size and capabilities to the Battlechangers but fundamentally different. You might even be an intelligent, human-built mecha (such as a *Gundam*) or truly massive cyborg-like being (like an *Evangelion*). In this case, the gamemaster might rule the creature might lack the Battlechanger subtype.

You do not have an alt-mode and cannot later gain one.

Hazardous Fuel [3 Shannix]

Your alt-mode includes a large, relatively undefended fuel reservoir, like a tanker truck's fuel trailer, or a blimp's gas-bag. If this is breached, the consequences are potentially fatal. If you suffer a confirmed critical hit from a weapon that inflicts Fire or Electricity damage, you must immediately succeed at a FORT Save (DC 10 + energy damage inflicted).

If unsuccessful, your fuel tank explodes, inflicting 5d6 points of Fire damage + 1d6 additional Fire damage per point remaining in



your Fuelon reserve upon you and everything within a 30 ft radius. You are reduced to 1 Fuelon after this explosion.

Fuelon Hog [2 Shannix]

Your alt-modes engines burn Fuelon at a prodigious rate. You must expend 1 point of Fuelon per hour you remain in your alt-mode. If you do not expend this Fuelon, you remain trapped in your alt-mode and immobile, able to take only purely mental actions, until able to do so.

Immobile [2 Shannix]

Towed artillery pieces, gigantic construction cranes that have to be hauled to a job-site by heavy duty flat-beds and similar devices are all examples of vehicular alt-modes that do not have any movement speed. Only vehicles with Ground or Sea classification alt-modes can take this disadvantage.

Slow Alt-Mode [1 Shannix]

Your Alt-Mode is much slower than normal. Reduce its base speed by half. If a Sky classification alt-mode, reduce its maneuverability to poor. You cannot choose the Speedster classification.

Stripped Armor [1 Shannix]

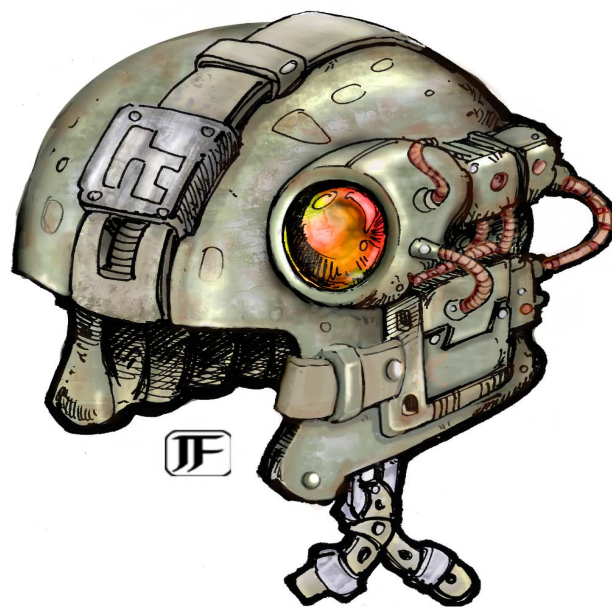
You assume an open and undefended altmode, such as a dune buggy or open top convertible. Your natural armor bonus in alt-mode is -2 worse (for Speedsters, reduce your robot mode's natural armor bonus by -4 when in alt-mode to a minimum of +0 natural armor bonus).

Tracked Movement [1 Shannix]

Your alt-mode takes train form, and can only travel along existing railways or similar infrastructure. Only vehicles with Ground classification alt-modes can take this disadvantage.

GADGET ALT-MODES

Instead of vehicles, some Battlechangers assume the form of useful devices, usable either by human allies or other robots. These devices might range from a microscope, a tape recorder, a laptop computer, or a tool like a jackhammer or an appliance to a personal weapon, such as a Fuelon blade or a Walter PPK.



Choose any technological or manufactured item of any size you wish- you transform into a device of this type. In alt-mode you are normally immobile, however you typically gain Freeze and the Common Alt-Mode trait.

Weapons and obviously threatening or dangerous gadget alt-modes (such as a torture-bot Tyrakron that becomes an electric chair) rarely gain the Common quality, though individual GMs might rule certain weapons gain the Common quality in especially warlike cultures where they are....common.

Gadget Capabilities

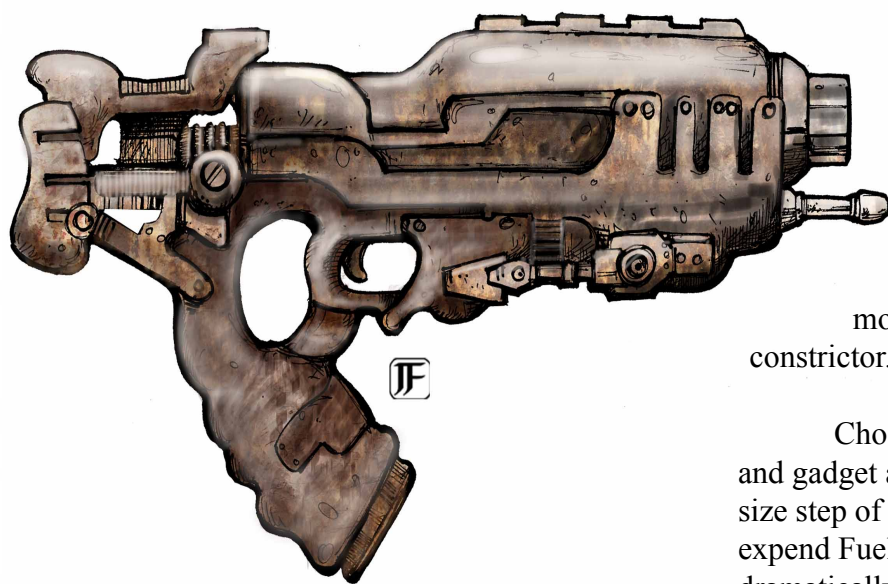
Battlechangers transform into gadgets because they enjoy the useful functions their device form provides, and so do the allies who utilize them.

In alt-mode, select a particular skill (such as Computer Use for a laptop robot or Perform: stringed for a guitar robot). When used by an ally to perform that skill, both the Battlechanger and that ally make an appropriate skill check, and take the better result.

Alternatively, for devices not specifically 'used' in a skill check by an ally (such as a cassette player making a Perform (sing) check), the Battlechanger receives a +5 equipment bonus on that skill when in their alt-mode. If the player wishes, their

Gadget might provide a +2 equipment bonus on two thematically related skills instead, such as a pair of military binoculars with built-in identifier HUD readout that provide a bonus on both Perception and Knowledge (local) checks, or a surgical table alt-mode which provides a bonus on Repair and Heal checks.

As a final alternative, rather than providing a skill bonus, you gain a 1st level spell or psionic ability of your choice, usable as a spell-like or psi-like ability



by expending Fuelon while in alt-mode only. Your caster level is equal to your total character level, and you choose whether to use INT, WIS or CHA as your casting modifier.

Weapon, Armor or Shield **Gadget Modes**

Battlechangers with a weapon alt-mode gain the Best Attack gadget instead.

Battlechangers with a shield or armor alt-mode provide the normal armor or shield bonus of a protective item of the particular type, but also provide their wearer with an increased armor or shield bonus equal to their CON modifier. The Battlechanger can permanently augment its weapon or armor/shield alt-mode by expending Shannix as usual, to purchase enhancement bonuses and abilities.

PRIMITIVE ALT-MODES

Primitives Battlechangers transform into animalistic or monstrous alt-modes. Primitive modes are some of the most visually stunning of all Battlechanger alt-modes- dinosaurs of gold and silver; jaguars of black chrome; lions, bulls and vultures with skins of crimson steel and hammered bronze.

Primitive Alt-Modes are always obviously mechanical versions of an animal or monster, never a naturalistic creature, unless the Battlechanger selects the Techno-Organic trait. In that case, the Battlechanger receives a +10 racial bonus on Disguise checks made to pass for a member of the emulated species and does not suffer a penalty on the Disguise check for being a member of a different race. For example, a Techno-Organic Battlechanger with a serpentine alt-mode can easily imitate an Earth-born boa constrictor.

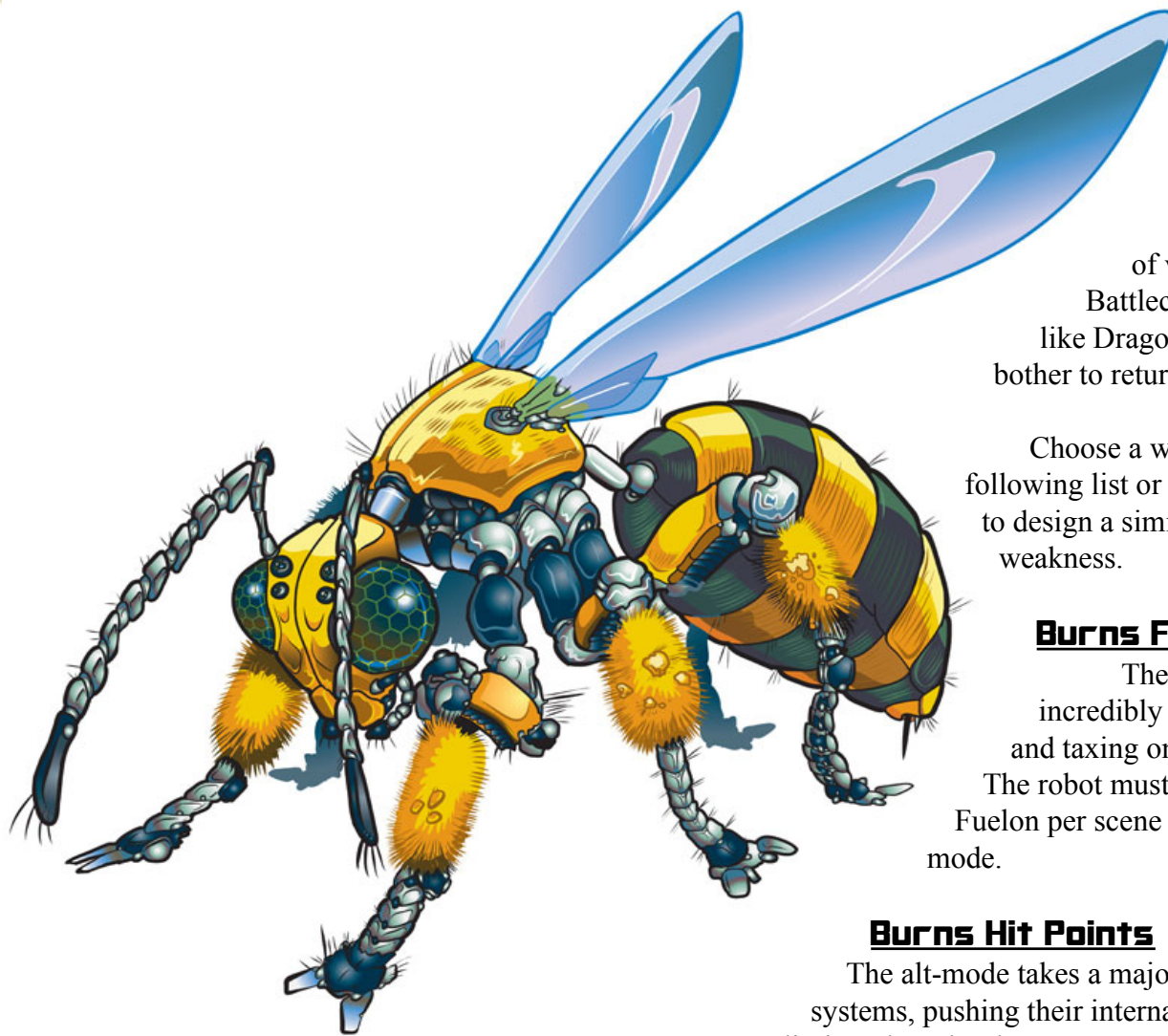
Choose a single animal form. As with vehicle and gadget alt-modes, if this animal form is within one size step of your robot mode, you do not need to expend Fuelon when transforming. Otherwise, dramatically different scales (such as a human-sized robot becoming a 6 inch long rodent) require Fuelon expenditure.

Select any Animal or Vermin.

You transform into that creature when shifting into alt-mode as if using the least powerful *Beast Shape* or *Vermin Shape* spell necessary to become a creature of that size and abilities, though this transformation is considered an extraordinary ability.

OPTIONAL: TRULY **MONSTROUS PRIMITIVES**

If the game master approves, and you pay 3 Shannix for the power, your alt-mode might be far stranger and more powerful than an ordinary creature like an elephant.



Choose a single monstrous form by selecting any Elemental, Dragon or Giant. You transform into that creature when shifting into alt-mode as if using the least powerful *Elemental Form*, *Form of the Dragon* or *Giant Form* spell necessary to become a creature of that size and abilities, though this transformation is considered an extraordinary ability. If the GM wishes, she can extend this choice to Undead forms, using the *Undead Anatomy* spell tree! This lets you build especially spooky, horror-themed Battlechangers...perhaps invaders from a dead parallel universe....

OPTIONAL: BALANCING PRIMITIVES

Primitive Battlechangers are potentially among the most powerful of all the species, especially in their powerful alt-mode forms. If this rule is in effect, each Primitive Battlechanger must select a weakness, which

somehow impairs their alt-mode's function; otherwise, why from a tactical point of view, would a Battlechanger with a god-like Dragon altmode ever bother to return to its robot form?

Choose a weakness from the following list or work with the GM to design a similar, appropriate weakness.

Burns Fuelon

The alt-mode is incredibly energy inefficient and taxing on the robot's systems. The robot must expend a point of Fuelon per scene it remains in alt-mode.

Burns Hit Points

The alt-mode takes a major toll on the robot's systems, pushing their internal structure past safe limits. The robot loses 1 HP per round it remains in alt-mode.

Clumsy Alt-Mode

The alt-mode lacks humanoid hands and/or opposable thumbs. The robot cannot perform skills requiring fine manipulation, nor carry or use weapons in alt-mode. Likewise, the alt-mode cannot speak, or cast spells with verbal or somatic components unless the possess the Natural Spell feat.

Inferior Neuro-Circuitry

The robot suffers a -6 racial penalty to its INT and CHA scores while in alt-mode, to a minimum of 3 in either ability score.

Instinct Override

The robot can be affected by spells and abilities that affect the alt-mode's type, such as a cheetah alt-mode that can be affected by *charm animals* or *animal-bane* weapons. Occasionally, the game master may require a DC 10+1d6 WILL Save on

the Primitive's part to resist the alt-mode's instinctual drive (such as fleeing from a predator, recoiling from fire, refraining from eating or mating when the opportunity presents itself).

Long Transformation

It requires a full round action to shift to this alt-mode, and the robot is always *shaken* for the first round in the alt-mode.

GADGETS AND POWERS

Many of the unique special powers found in the *Battlechangers RPG* can be nicely modeled by spells and standard monster abilities found in the *Pathfinder Roleplaying Game*.

Best Attack

Cost: 1 Shannix (available to robots with a Melee Weapon or Firearm alt-mode only)

When you are in your weapon alt-mode, you enhance the targeting mastery of any ally who picks you up and wields you in battle. When in weapon mode, both you and your wielder make attack rolls against the target and you use the best result.

Chem Proof

Cost 1 Shannix

Your environmentally sealed, chemically inert composite hull renders you immune to rust effects and Acid damage.

Combiner Component

Cost: 3 Shannix

You have a secondary set of transformation systems that allow you to shift from your alt-mode into a component of a larger gestalt transformer. Additional systems come on line, and gigantic machine components- like massive hands or a gigantic robotic face- fold out of your transformed body.

With other Combiners of the same team, you can transform into a superpowerful Gestalt. Each Combiner Component only forms part of a single, specific Gestalt.

RULES FOR COMBINERS

Some of the most powerful Battlechangers know the value of teamwork. A team of Battlechangers (usually 4-6, or however many players make up the group) works together often, considers one another brothers, and when its time to fight, transforms into a single gigantic war machine.

Any member of a combiner team may call for a merge as move equivalent action; he is referred to as the Caller. If all other members of the combiner team are within 60 ft of the Caller, they may choose to merge with the Caller as an immediate action. The Gestalt robot forms, and assumes position within the nearest open space that can accommodate a creature of its size. The Gestalt acts from this point on at the caller's Initiative count.

The Gestalt is a massive, extremely powerful robot formed from the component Battlechangers, able to access all their abilities and diverse powers. The Gestalt is always at least a Gargantuan creature; if any of the component Battlechangers is already Gargantuan, the Gestalt formed is Colossal instead.

The Gestalt can maintain its combined form for only a relatively short time. Each minute of activity in Gestalt form requires the expenditure of one point of Fuelon. Any member of the combiner team can donate Fuelon for this purpose.

The Gestalt acts as a single creature, controlled by one of the combiner team members, usually the robot that forms the Gestalt's torso or head. Other members of the combiner team are simply observers; the only action a component can take is to end the merge as a free action during the Gestalt's turn. The Gestalt also breaks apart if it cannot provide Fuelon to power itself, or if its HP are reduced to 0. In this case, the Gestalt breaks apart, and all its components are reduced to 0 HP and but considered stable.

Determine the Gestalt's abilities and powers as follows.

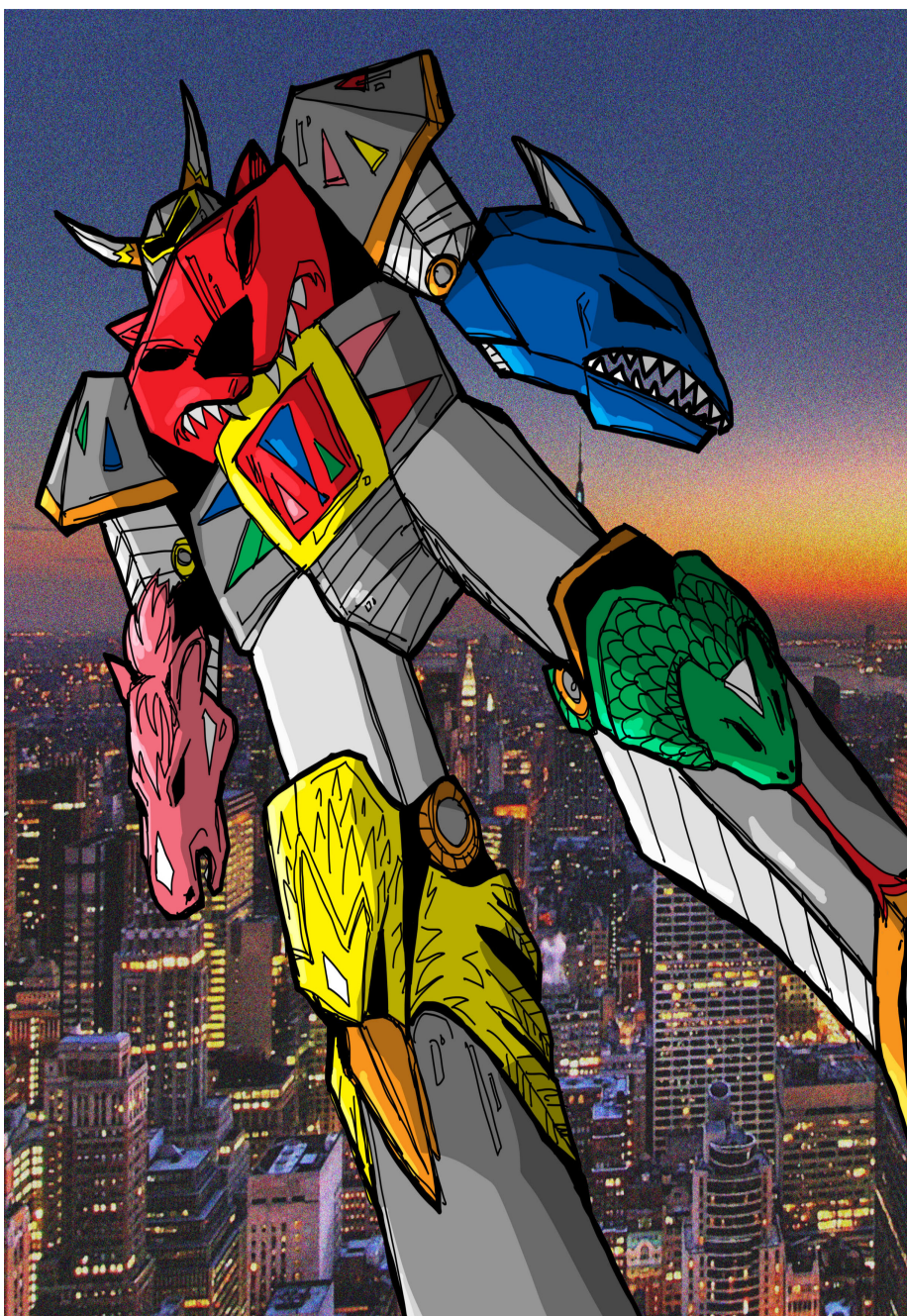
- **Hit Points:** The current sum of all combiner member's HP; upon merging into Gestalt form, the component mecha each recover 5 HP per Hit Die if wounded. Such healing can occur only once per

day. When the Gestalt breaks apart, its total HP are divided evenly among all combiner team members.

- **Armor Class:** Use the best natural armor rating of the combiner team, the worst DEX modifier of the combiner team, and the size modifier of the Gestalt to determine AC. If any combiner team member has an ability that affects armor class, such as Monk levels, this modifier also applies to the Gestalt. Use the best enhancement bonus from Special Armor of any combiner team member, if present. The gestalt has all the special armor abilities of any team members.
- **Base Attack Bonus:** Use the best BAB of any team member, +1 per each additional member of the combiner team. This might allow the Gestalt additional attacks per round.
- **CMB/CMD:** Determine these statistics from the Gestalt's BAB, size and ability scores.
- **FORT Save:** Use the best FORT Save possessed by any team member.
- **REF Save:** Use the worst REF Save possessed by any team member.
- **WILL Save:** Use the worst WILL Save possessed by any team member.
- **STR Score:** Use the best STR Score of any team member, +2 per each additional combiner team member.
- **DEX Score:** Use the worst DEX Score of any team member, or DEX 8, whichever is worse.
- **CON Score:** Use the best CON score of any team member.
- **INT Score:** Use the best INT score of any team member.
- **WIS Score:** Use the worst WIS score of any team member.
- **CHA Score:** Use the worst CHA score of any team member.
- **Fuelon Reserve:** The Gestalt has the sum of all combiner team member's current Fuelon Reserve. The team leader can freely use its own Fuelon to power special abilities, or draw Fuelon freely from any member. The Gestalt

cannot reduce any team member to 0 Fuelon; it must always leave members with at least 1 point of Fuelon.

- **Feats and Class Abilities:** The Gestalt possesses any feat or class ability known to any team member, and may use such abilities freely. Abilities with limited uses per day, or consumable resources such as spells, spell-slots or power points, grit or similar abilities expended by the Gestalt are considered expended by the component robot as well.
- **Skills:** Use the highest skill ranks of any team member, modified by the Gestalt's ability scores. If a skill is a class skill for any team member, it is a class skill for the Gestalt.



Replacements

If one member of a combiner team is destroyed, the gestalt cannot be formed. At least one new robot must receive a matching combiner component and become part of the team before the gestalt merger can be initiated once again. Some gestalt teams have several inactive and reserve members, waiting in the wings to form the gestalt if one of their comrades is destroyed.

Theme

Most combiner teams are built around a single theme, or display matching paint applications or alt-mode styling. Many share a single class or a small set of complimentary classes, and work exceptionally well together. Sometimes, all the members of a combiner team have the same alt-mode or alt-modes organized around a specific theme (construction vehicles, primitives, or fighter aircraft, for example).

Combiner teams are usually named by applying a vaguely Latinate prefix to the suffix of their faction. Combiners are a close knit clan, and tend to refer to themselves as members of their unit rather than as members of their larger faction. When off duty they typically socialize only with their own kind, and can be seen as standoffish and insular.

Freegear use the suffix “-gear” to describe combiner teams, while Tyrakrons use “-kron”. Scavengers usually use “-junk”, but not always, and Emulators and Refugees rarely follow any standardized naming scheme. Some Combiner prefixes used by both sides of the war include:

- Aero- a combiner team of combat aircraft.
- Aqua- a combiner with sea based vehicle and/or aquatic primitive alt-modes
- Atoma- a combiner team of military alt-modes possessing thermonuclear capability.
- Cosmo- a combiner team of FTL capable starships
- Dino- a combiner team of Primitives with dinosaur alt-modes.
- Labor- a combiner team of construction equipment and vehicles.
- Rescue- a combiner team composed of medic and EMT vehicles

- Secta- a combiner team of Primitives with insect alt-modes.
- Techno- a smaller scale combiner team whose members turn into various high tech gadgets and tools
- Monstra- a combiner team of Primitives with monstrous or alien alt-modes.
- Pyro- a combiner team with heavily armed, military alt-modes.
- Veloci- a combiner team with sports car and muscle car alt-modes.

The gestalt form of the Combiner Team should also be named. Highly respected among their forces and viewed as the last line of defense for their cause, gestalts are given impressive, grandiose names that hint at their great power.

Damage Reduction

Cost 1 Shannix (vehicular alt-modes only)

Your vehicle mode's armor is incredibly dense and durable. You gain Damage Reduction 5/- in vehicle mode. You can take this gadget more than once, increasing your Damage Reduction by 5/- each time, to a maximum DR 30/- in vehicle mode.

Efficient Systems

Cost 1 Shannix

Your systems stretch every last erg of power from your Fuelon Reserve. You do not need to expend one point of Fuelon per day to remain active, as your systems can run indefinitely on residual power.

Energy Shielding

Cost 1 Shannix

You gain Energy Resistance 10 to one energy type of your choice; this increases to Energy Resistance 20 at 10th level and Immunity to that energy type at 15th level. You can take this gadget more than once, choosing a new energy type each time.

Extra Fuelon Reserve

Cost 1 Shannix per 2 points of Fuelon

You've got more energy in your reserve tank than most Battlechangers. Every Shannix you spend adds 2 Fuelon to your Fuelon Reserve. You can take this gadget as many times as desired, its effects stack.

Feat Programming

Cost 2 Shannix

You have been programmed with a particular feat. You gain this feat as a racial bonus feat. You can take this gadget multiple times to gain additional feats.

Fuelon Regenerator

Cost 2 Shannix

Your Fuelon Reserves recover much faster than normal. You recover 1 Fuelon after being reduced to zero Fuelon in half the usual time for a robot of your size. When you enter prolonged sys-stasis to recover your Fuelon reserve completely, it requires only one quarter the usual time to do so.

Monstrous Primitive Alt-Mode

Cost 3 Shannix

You can take a Dragon, Elemental or Giant alt-mode.

Polydermal Carapace

Cost 5 Shannix

You pretend to be an organic humanoid, thanks to an advanced, bio-tech armor that incorporates living tissue. You can summon this armor around yourself with a thought and blaze of energy. Once wrapped in your polydermal carapace, your robotic radiations are shielded and you can easily pass for an organic.

You effectively gain a second 'robot mode' that you can transform into as easily as you do your alt-mode. You may still use all your robot mode powers and abilities while within your Polydermal Carapace. While within your Polydermal Carapace, you appear to be a bipedal humanoid, of a species of your choosing. Usually, but not always, this is a human form, wearing a futuristic space suit or set of powered armor, though alien appearances are fairly common too.

You normally appear as a humanoid of the same size category as your robot mode, but you can expend a point of Fuelon to Mass Shift to Medium Size when manifesting your Polydermal Carapace.

While within your Polydermal Carapace, you take 20 on Disguise checks made to pass for a member of the emulated species, and do not suffer a penalty on the check for disguising yourself as a creature of a different species, size or gender.

Racer

Cost 1 Shannix (available to vehicular alt-modes only)

You are among the fastest and most maneuverable Battlechangers ever designed. Increase your vehicular Alt-Mode's speed by 25%; if capable of flight, increase your alt-mode's maneuverability by one step. You can take this gadget multiple times; its effects stack.

Ram Plates

Cost 1 Shannix (available to vehicular alt-modes only)

You like nothing better than accelerating to top speed and crunching metal. You suffer only half damage from collisions, falls and ramming attempts due to your reinforced construction.

Robot Mode Flight

Cost 2 Shannix

You can fly in your robot mode with a speed equal to 4x your base land speed (poor). If you possess alt-mode flight, you can fly at that speed and maneuverability in your robot mode if greater.

Special Armor

Cost 1 Shannix base plus additional costs

Your already impressive natural, reactive armor and hull cladding has been technologically enhanced and evolved. If you spend 1 Shannix, your natural armor is considered **+1 armor**. Each Shannix spent provides a further +1 enhancement bonus to the armor, or a special armor or shield ability with a +1 price equivalent. Your armor can have a maximum +5 enhancement bonus or equivalent abilities.

You can take this ability separately to gain a deployable shield, which may be a physical device (such as the roof of a sports car becoming a SWAT-like tactical shield) or an energy shield deployed from your forearm. In this case, the shield is treated as a +1 shield of a type of your choosing when you spend 1 Shannix, and is enhanced further by purchasing additional Shannix.

You enhance armor and shield separately, by spending Shannix to enhance one component or the other.



Special Weapons

Cost 1 Shannix base cost plus additional cost

Battlechangers can have a variety of weapons built into their mechanical bodies that deploy when needed. Select any single melee or ranged weapon type common to the campaign. If you spend 1 Shannix, you gain a **+1 weapon** of this type. Special weapons cannot be disarmed or sundered, and can retract into your body or are stowed as an alt-mode component when not in use. Depending on preference, when deployed these can be separate components (such as a laser rifle) or parts of the Battlechanger's body (such as energy blasts fired from the hands, or a missile pod built into the forearm).

You can improve the weapon by spending additional Shannix. Each Shannix spent provides a

further +1 enhancement bonus to the weapon, or a special ability with a +1 price equivalent. Weapons can have a maximum +5 enhancement bonus or equivalent abilities. This gadget can be taken multiple times to build up an armory of different special weapons. Track the Shannix cost of each special weapon separately.

Spell-Like Technology

Cost 2 Shannix per spell level

Your alien technology can produce effects that less evolved species foolishly call magic. Select one spell of your choice. You pay two Shannix per spell level; thus you'd pay 2 Shannix for *Charm Person*, or 6 Shannix

for *Fireball*. You cast this spell at your total character level or the lowest caster level necessary to cast the effect, whichever is greater. You choose which ability score (INT, WIS or CHA) determines the saving throw; this must be the same ability for all spell-like abilities you possess.

You expend Fuelon equal to the spell's level when using this spell-like ability; for instance, it would require 1 Fuelon to cast *Charm Person*, or 3 Fuelon to cast *Fireball*. You may use this spell-like ability at will, subject to Fuelon cost.

Zero level spell-like abilities cost 1 Shannix but do not expend Fuelon. These abilities are usable at will.

GM Note: If you wish to select and manifest psi-like abilities, they are purchased and function identically to spell-like abilities. Psi-like abilities gained in this manner cannot be augmented.

Superior Attributes

Cost 1 Shannix per point

One of your ability scores is improved. Spend 1 Shannix to gain a +1 racial modifier to one ability score of choice. This ability can be taken multiple times, stacking to a maximum of a +10 racial bonus in a particular ability, or can be taken to improve multiple attributes.

Superspeed Engine

Cost 2 Shannix

When making the charge or withdraw action, you can move at 10 times your base movement speed as long as you move at a straight line. By expending a point of Fuelon, you may take an additional move action (but not a move equivalent action) in a turn.

Technysian Cybernetics

Cost ½ Shannix per point of Drain

You gain an onboard system similar to the cybernetic implants used by organic races. Select any cybernetic implant found in *The Polymer Path* (Otherverses Games, 2014) or another acceptable source. You pay Shannix equal to one half the implant's Drain rating, with a minimum cost of 1 Shannix per implant.

Triple Changer

Cost 5 Shannix

A very few robots have multiple alt-modes. These extraordinary 'bots are usually referred to as Triple Changers, and are feared and respected warriors within their faction. Any robot who wishes to spend the Shannix to purchase two (or even more) alt-modes can do so! There are rumors of Quad-Changers, Penta-Changers, Hexa-Changers and even stranger, more versatile beings, but these extraordinary robots are rare indeed!

As a note, robots that transform both into conventional Alt-Modes and a mecha-component like an Engine Module or Head Module are not considered Triple Changers, nor are those able to merge into a

Gestalt. By Battlechanger logic, merely morphing into body part for use by partner robot or robot team isn't as prestigious as morphing into multiple, distinct, independent Alt-Modes.

Each time you select this gadget, you gain an additional Alt-Mode.

Standard PFRPG Monster Abilities

Battlechangers can choose the following selected standard monster abilities as gadgets, at the listed cost in Shannix.

1 Shannix Abilities

All Around Vision, Burrow 10 ft, Climb (equal to base landspeed), Keen Scent, Life Sense, Scent, Starflight, Swim (equal to base landspeed), Telepathy 100 ft, Trample, Tremorsense

2 Shannix Abilities

Blindsight 100 ft, Greater Starflight, Rake, Pounce, See in Darkness, *Tongues* (constant; CL 20th)

3 Shannix Abilities

Blindsight 100 ft, Bloodrage, Powerful Charge, Powerful Blows, *True Seeing* (constant; CL 20th)

BATTLECHANGER TRAITS

Battlechangers have developed a variety of abilities unique to their transforming species. Likewise, fleshlings interacting with Battlechangers have developed some new tricks of their own, some learned from the robots, some developed to counter especially notorious Battlechanger tactics.

COMBAT TRAITS

Attack Mode

Ability Type Extraordinary

Requires Battlechanger race, vehicle alt-mode

Normally, most special weapons are inaccessible in alt-mode, but with a move equivalent action equivalent to drawing a weapon, you can deploy your robot-mode Special Weapons from hidden panels and ports in your vehicular alt-mode. You may use these weapons normally while in your alt-mode, but lose access to your Freeze and Common Alt-Mode

qualities, (if present) while your weapons are deployed.

Atypical Transformation Scheme

Ability Type Extraordinary

Requires Battlechanger race, Emulator faction

There are several unwritten rules of Battlechanger design concerning how the alt-mode reshapes to form the robot mode, and the quirky Emulators tend to break many of them. The resulting robots are sometimes disproportionate or atypically shaped, by Battlechanger standards. The first time during an encounter that you transform out of alt-mode, the confusion of your strangely assembled robot mode provides you with 20% concealment for one round.

Combiner Alpha

Ability Type Extraordinary

Requires Battlechanger race, base attack bonus +1, Combiner Component gadget

You are considered the leader of any combiner team you merge with, controlling the actions of the Gestalt. If two or more robots on a combiner team have this trait, they make opposed WILL saves at the beginning of the merge. The winning robot becomes the leader of the merge and controls the Gestalt.

Battlemask

Ability Type Extraordinary

Requires Battlechanger race, base attack bonus +1

You can deploy additional layers of armor plating over your face, protecting delicate sensors and cranial components from damage. You may deploy or retract your battlemask as a free action. While your battlemask is deployed, opponents suffer a -2 trait penalty on critical hit confirmation rolls made against you.

Brave Avenger

Ability Type Extraordinary

Requires Battlechanger race, Freegear faction

If an allied humanoid is slain within sight of the Battlechanger, the vengeance-obsessed robot receives a +1 morale bonus on attack and damage rolls against the killer. This bonus remains in place until either the Brave Avenger is slain, or the killer is.

Brave Protector

Ability Type Extraordinary

Requires Battlechanger race, Freegear faction

You defend the weak, even at the cost of your own spark! As long as you are conscious and able to act, you may provide one humanoid ally who is adjacent to you with a +1 cover bonus to AC per round as a swift action.

Earth Defense Training

Ability Type Extraordinary

Requires Human race, BAB +1

Especially bold humans fight alongside Freegear and wage battle to destroy the evil forces of the Tyrakrons. You receive a +1 racial bonus on attack rolls made against creatures with the Battlechanger subtype due to your extraordinary training against these foes.

Cobalt Enforcer

Ability Type Extraordinary

Requires Battlechanger race, any evil alignment, Tyrakron affiliation

The Tyrakron Empire's internal security forces are distinguished by the rich cobalt hue of their hull armor. Their dark blue armor is a terror to lawbreakers and rebels. You receive a +1 trait bonus on Perception checks, as well as a +2 trait bonus on Intimidate and Sense Motive checks made against creatures with the Battlechanger subtype. Perception and Intimidate are always class skills for you.

Fire Fighting Systems

Ability Type Extraordinary

Requires Battlechanger race, Defender, Rescue or Worker vehicle alt-mode classification

You can retract your fist into your forearm housing to reveal high-tech fire suppression systems, or deploy similar systems in vehicle form. As a full round action, you can extinguish a non-magical fire the same size category as yourself, or a portion of a larger fire.

Ground Stability

Ability Type Extraordinary

Requires Battlechanger race, Ground Defender, -Fighter, -Hauler, -Rescue or -Worker classification alt-mode

Your alt-mode includes tracks, treads, wide and durable tires or perhaps even travels on train tracks or a similar mode. As a result of your increased stability, while in alt-mode you cannot be tripped, bull-rushed or repositioned.

Hydrofoils

Ability Type Extraordinary

Requires Battlechanger race, ground vehicle alt-mode

These pop out hydrofoils and pontoons replace a vehicle's wheels, and inflate like a hover craft's cushions. Robots equipped with hydrofoils can move at half their vehicle mode's base landspeed over water or ice, as if moving over difficult terrain. Activating or deactivating hydrofoils is a move-equivalent action.

Off Road Tires

Ability Type Extraordinary

Requires Battlechanger race, ground vehicle alt-mode

Your huge, spiked and ultra-heavy grade tires allow you to power over even the roughest terrain. You ignore the effects of difficult terrain when moving in your alt-mode.

Roadhandler

Ability Type Extraordinary

Requires Battlechanger race, Ground Fighter or Ground Speeder alt-mode

You pride yourself on extraordinary racing ability and lighting fast speed. You receive a +2 trait bonus on Acrobatics checks made in alt-mode. Acrobatics is always a class skill for you.

Secure Passenger Compartment

Ability Type Extraordinary

Requires Battlechanger race, size Large or larger robot mode, vehicle alt-mode

You can transform to robot mode while passengers are still in your vehicle's passenger compartment. When you assume your robot mode, your passenger (s) are shunted into a secure holding unit in your torso. This provides total cover to the passenger (s). They can observe activity on a small view screen, but cannot exit your robot mode until you choose to let them free.

Shoulder/Back Mounts

Ability Type Extraordinary

Requires Battlechanger race, ranged Special Weapons

Your Special Weapons deploy from shoulder or backpack mounts, leaving your hands free, and increasing your draw speed. You are treated as if having the Quick Draw feat with your special weapons, and they do not encumber your hands when deployed.

Stealth Mode

Ability Type Extraordinary

Requires Battlechanger race, vehicle alt-mode

Your hull has been molecularly painted with glossy black, sound-nullifying and radar absorbent paint. You do not suffer a size penalty on Stealth checks, and may use Stealth in your vehicle alt-mode at no penalty.

FAITH TRAITS

The First Forged's Light

Ability Type Supernatural

Requires Battlechanger race, worshipper of the First Forged, any good alignment

Your devotion to the heroic light-god, the First Forged, enables you to channel the deities burning energies. By spending a point of Fuelon as a swift action, you imbue your slam attacks and melee Special Weapons with energy. Your slams and melee Special Weapons become Holy weapons for 1d4 rounds. During this time, your fists and melee weapons are bathed in shimmering golden light.

Primordial Records

Ability Type Extraordinary

Requires Battlechanger race, Knowledge (history or religion) 1 rank

Particularly ancient records, corroborating the myths of the Council of Majors and other legendary figures from Techysian history have been downloaded into your memory systems. You receive a +1 trait bonus on Knowledge (history and religion) checks made concerning the Battlechanger species, and these are always class skills for you. You receive a +1 trait bonus on Spellcraft checks made to identify magic items of Techysian origin.

Rescue Team

Ability Type Extraordinary

Requires Battlechanger race, Craft (mechanical) 1 rank, Rescue classification alt-mode

Like many Battlechangers with an ambulance or rescue vehicle alt-mode, you excel at repairing injuries done to other robots. You receive a +1 trait bonus on Craft (mechanical) checks to repair Battlechangers and this is always a class skill for you. You restore 1d12 HP to a Battlechanger with a successful check.

Transplanted Intelligence

Ability Type Extraordinary

Requires Battlechanger race, WIS 13+

It's possible for Technysian science to save a mortally wounded humanoid's consciousness, by transferring the soul into a pre-built Battlechanger body. Select one species common to the campaign; you are considered both a member of that race and a Battlechanger for effects related to race.

Umbra Nemesis Cultist

Ability Type Supernatural

Requires Battlechanger race, worshipper of the Umbra Nemesis, any evil alignment

Your worship of the dark, entropic Battlechanger god has allowed to channel some of his vast energy. By spending a point of Fuelon as a swift action, you imbue your slam attacks and Special Weapons with energy. Your slams and Special Weapons become Unholy weapons for 1d4 rounds. During this time, your weapons crackle with black and purple light.

MAGIC TRAITS

Deployer

Ability Type Supernatural

Requires Battlechanger race, Summoner class levels

Battlechangers have a strong tradition of Summoner techno-mages, many of whom are distinguished by the deployment bays or launch tubes built into their chest, back or shoulders, from which their eidolon and other summoned mecha are launched.

Your eidolon and creatures you summon via innate spellcasting abilities (but not creatures summoned via scrolls or spell completion items) gain a mechanical appearance, and some of the immunities normally reserved for Constructs. They become immune to critical hits, stunning, ability score damage and drain, and gain the No Breath racial trait. However, they also gain the Unhealing racial trait. These creatures gain the Battlechanger subtype.



Kiss Friend

Ability Type Supernatural

Requires Human race, CHA 13+

Some humans have an especially deep emotional connection to Battlechangers, and for some reason, affection from these special young men and women can recharge a Battlechanger's energy cells. As a full round action, you can kiss a willing or helpless

Battlechanger on the mouth or face plate and provide it with one point of Fuelon. You may use this ability a number of times per day equal to your CHA modifier.

Kiss Touring

Ability Type Supernatural

Requires Battlechanger race, vehicle alt-mode

You drive your best when your special human friend is in your passenger compartment. While in alt-mode, if a Kiss Friend is in your passenger compartment or physically merged with you, you receive a +2 trait bonus on REF Saves.

Steel Pets

Ability Type Supernatural

Requires Familiar or Animal Companion class ability

When you gain an animal companion or a familiar, it is not a Terran organic creature- instead it is a somewhat similar bio-mechanical creature native to the Steel Sector, like the infamous *petro-rabbits* of Galvanis IX.

Your animal companion or familiar gains a mechanical appearance, and some of the immunities normally reserved for Constructs. These creatures become immune to critical hits, stunning, ability score damage and drain, and gain the No Breath racial trait. However, they also gain the Unhealing racial trait. These creatures gain the Battlechanger subtype.

Multiverser

Ability Type Extraordinary

Requires Battlechanger race

Though most Battlechangers are mortal (if extremely long-lived beings), sustained by circuits and hydraulics rather than bone and blood, a handful are far stranger and more powerful creatures. Your type is Outsider rather than Monstrous Humanoid, and you possess the Native subtype.

SOCIAL TRAITS

Adaptable Scanner

Ability Type Extraordinary

Requires Battlechanger race

You often change your body's styling and minor details of your robotic anatomy. You may Rescan your alt-mode at any time as a full round

action, without expending Fuelon. You might also make cosmetic alterations, such as changing color schemes or armor detailing, at will just as easily.

Common Alt-Mode

Ability Type Extraordinary

Requires Battlechanger race, vehicular or gadget alt-mode

Some Battlechangers might change into a hot pink Corvette, but you transform into a rather forgettable grey Geo Metro. Not as flashy, but never worth a second look. You receive a +10 racial bonus on Stealth checks made using your Freeze racial quality while in an area where your alt-mode would be expected to be found.

Build Team

Ability Type Extraordinary

Requires Battlechanger race, Craft (structural) 1 rank, Worker classification or appropriate Gadget alt-mode (Primitive alt-mode with gamemaster approval)

Battlechangers with construction equipment alt-modes usually serve as the race's architects and engineers. You receive a +1 trait bonus on Craft (structural) checks and this is always a class skill for you. You can construct buildings with this skill in half the usual time.

Special This feat is usually restricted to vehicular or gadget alt-modes, but with game master approval a Primitive whose alt-mode is a builder (such as a bee, beaver or ant, for instance) may select this ability.

Driver Simulacrum

Ability Type Extraordinary

Requires Battlechanger race, vehicular alt-mode

A holographic or collapsible robotic 'driver' appears when you assume your Alt-Mode, making it far easier for your vehicle form to fit into modern society. You may change the details of your 'driver' at will- clothing, race, gender, even species are all selectable. Your holographic or robotic decoy driver may not leave a square adjacent to your vehicle- they may appear to be standing next to your alt-mode for instance, but cannot range farther from the alt-mode than that. You may use your Freeze racial quality while in motion in your alt-mode.



Form Familiarity

Ability Type

Extraordinary

Requires WIS 11+

You can recognize a mech's alt-mode just by the shape of its robot mode components. With a DC 10 Perception check made as a free action, you can identify a Battlechanger's alt-mode while it is in robot form; if you succeed at a DC 15 Perception check, you can also determine the general type of Special Weapons possessed by the robot (such as missile launchers, energized swords or the like, but not a specific weapon, such as a +1 keen longsword). You may not retry this check.

Honorary Battlechanger

Emulator Teamwork

Ability Type Extraordinary

Requires Battlechanger race, Emulator faction

Though smaller and often weaker than the norm for Battlechangers, Emulators work extraordinarily well together. When you aid, or are aided by another Emulator character using the Aid Another action the bonus provided is +3.

Featureless Faceplate

Ability Type Extraordinary

Requires Battlechanger race

Your faceplate and cranial unit are completely non-anthropomorphic. Perhaps your passenger compartment's windows become a blank, screen-like face in robot mode, or perhaps your face is only a single, cyclopean camera lens. Non-Battlechanger creatures automatically fail Sense Motive checks against you.

Ability Type Extraordinary

Requires non-Battlechanger race

Though you're not a mech, you've spent so much time around Battlechangers you're as familiar with the culture as an outsider can ever be. Most Battlechangers don't think of you as an alien, just a very, very small robot, and sometimes are shocked when you don't transform. You speak and are literate in one Technysian dialect of your choice (usually Tech-FG), and may select feats and traits unique to the Battlechanger race, so long as these feats and traits do not specifically require Battlechanger anatomy. You receive a +1 trait bonus on either Diplomacy or Bluff checks made against Battlechangers.

Kid Appeal

Ability Type Extraordinary

Requires Battlechanger race, CHA 13+, non-evil alignment

Battlechangers, especially Freegear, often strike up deep friendships with human children. Kids tend to accept Battlechangers more wholeheartedly

than adult humans, and to a robot warrior who has lived a million years or more, the mental, physical and emotional differences between an 8 year old human and a 30 year old human are negligible.

You receive a +2 trait bonus on Diplomacy checks against characters in the Young Adult age category or younger, and such characters receive a +1 cover bonus to Armor Class when adjacent to you.

Knock Out Styling

Ability Type Extraordinary

Requires Battlechanger race, CHA 13+, Speeder classification vehicle alt-mode

Your sleek, aerodynamic lines make you incredibly vain and your vanity makes you especially dynamic, as far as humanoids are concerned. You receive a +1 trait bonus on Diplomacy and Perform (one of choice) checks made against humanoids. Diplomacy is always a class skill for you.

Lux Features

Ability Type Extraordinary

Special Can also be chosen as a Racial trait

Requires Battlechanger race, CHA 13+, non-Fighter, Rescue or Worker vehicle alt-mode

Your interior is clad in high grain leather, features a full wet bar, HD entertainment and other deluxe, high dollar feature that radiate wealth and style. You receive a +2 trait bonus on Bluff and Diplomacy checks where bribery or an appearance of wealth and privilege would be important, and one of these skills of your choice is always a class skill for you.

Meme Addict

Ability Type Extraordinary

Requires Battlechanger race, Scavenger faction

You're obsessed with random television and other telecom signals beamed into space, and have built your culture around pop culture junk. You receive a +2 trait bonus on Knowledge (pop culture) checks and this skill is always a class skill for you. Each day, you may choose to increase this bonus to +5, but by doing so, you suffer a -1 trait penalty on all other Knowledge checks.

Recorder Mech

Ability Type Extraordinary

Requires Battlechanger race, Disposable Caste (if this rule is used), INT 15+

Your cranial databanks are optimized for long-term data storage and high fidelity playback. You are equipped with an obvious holo-camera and recording device mounted on your head. You can download audio and video data of any event you have ever experienced into a compatible data-storage medium or computer system.

Scramble Combiner

Ability Type Extraordinary

Requires Battlechanger race, Combiner Component gadget

Your specially designed, hot-swappable combiner components allow you to form part of any gestalt. You can become part of any combiner team, and form a component of any Gestalt, not merely a specific subgroup

Tyrakron Senator

Ability Type Extraordinary

Requires Battlechanger race, Tyrakron faction

You are connected to the imperious and frightful governing body that administers the Tyrakron Empire, and the golden glyphs on your hull are testament to that fact. You are trained in command. You receive a +5 trait bonus on Intimidate checks made against other Battlechangers, and this is always a class skill for you.

RACIAL TRAITS

Alloyed

Ability Type Extraordinary

Requires Battlechanger race

You were spontaneously generated from the living steel of the plant Technys, forged naturally rather than being assembled in a birth-factory. As such, you are one of the most powerful, and potentially most influential of your species.

Alloyed Battlechangers receive a +1 trait bonus on opposed skill checks made against Battlechangers lacking this trait.

Dual Cranial Processors

Ability Type Extraordinary

Requires INT 11+

While most Battlechangers are built to a roughly humanoid plan, a few variant design schemes have emerged. By building in a second head and brain module, the robot increases its processor power, senses and survivability...provided the heads don't argue among themselves too much. Robots with this modification usually, but not always, have an alt-mode that suggests their two headed nature, such as a two headed dragon or other monster, catamaran type watercraft, or a sleek futuristic jet with dual cockpits.

You are equipped with a second head. You are not automatically slain if you lose a single head (such as via a *vorp* weapon strike), and are merely considered shaken until you receive a DC 30 Craft (mechanical) check to restore your missing head. Your second head provides a +2 trait bonus on Perception checks.

Fuelon Converter

Ability Type Extraordinary

Requires Battlechanger race, INT 15+

You can project energy fields to contain artificial Fuelon, and convert high density native fuels into artificial Fuelon crystals.

As a full round action, you convert a major energy source (several gallons of gasoline, the energy produced by an electric substation, from a nuclear reactor, the thermal energy produced by a geyser at Yellowstone, the heat of magma in a Venezuelan volcano, or the turbines at the Hoover Dam, ect....) into Fuelon.

Each full round action spent produces a small crystal that can restore one point of Fuelon, until the game master rules the energy source is completely used up. The game master determines how many crystals worth of energy the native energy source provides. As a rule of thumb, it requires about as much energy as would be necessary to power an automobile for a day to produce a point of Fuelon. Thus several gallons of gasoline, a high density batter or electrical charge would produce a point of Fuelon per full round action spent converting.

The energy tapped to make Fuelon is unavailable for other expenditures, meaning robots using this ability can cause blackouts or worse.

Fuelon Transfer

Ability Type Extraordinary

Requires Battlechanger race, CON 13+

You can provide Fuelon to other Battlechangers by directly connecting your systems to theirs. Doing so requires a DC 12 Repair check. Once connected, you can donate one Fuelon per round of connection, up to the recipient's maximum Fuelon reserve. You can reduce yourself to 0 Fuelon in this manner, becoming unconscious and entering sys-stasis.

Jump Changer

Ability Type Extraordinary

Requires Battlechanger race, DEX 13+

You transform far faster and more easily than other robots. Emulators, with their simpler, cruder transformation schemes, often gain Jump Changer powers. You may shift between modes as a swift action without expending Fuelon to do so.

Junker

Ability Type Extraordinary

Requires Battlechanger race, Scavenger faction

Your mismatched and field repaired systems are very easy to repair. It requires only a DC 15 Craft (mechanical) check and 15 minutes of work to restore 1d8 Hit Points to you.

Mobility Platform

Ability Type Extraordinary

Requires Battlechanger race, vehicle alt-mode

Several of your alt-modes components can separate from your robot-mode body to form a single-operator vehicle that augments your mobility. When not in use, this mobility platform stows away as a backpack like device that clips to your robot mode.

Your mobility platform gives you access to your vehicle mode movement capabilities; you can move at a maximum of half your vehicle mode's speed in robot mode. If you possess a flight speed, your maneuverability is reduced by two steps while flying on a mobility platform.

Polychrome Paint job

Ability Type Extraordinary

Requires Battlechanger race

You can change your robot and/or alt-mode color schemes and deco at will. Doing so is a standard action. If your color scheme or deco matches the surroundings (such as adopting arctic camo pattern when adventuring in a snowy environment) you receive a +2 equipment bonus on Stealth checks.

Reserve Tank

Ability Type Extraordinary

Requires Battlechanger race, CON 13+

Your systems can hold more Fuelon than the norm. You gain an additional Fuelon reserve equal to your CON modifier. This stacks with the Extra Fuelon gadget, if possessed.

Techno-Organic

Ability Type Extraordinary

Requires Battlechanger race, primitive alt-mode or Polydermal Carapace

The next evolution of the Battlechanger species incorporates living tissue and bio-mechanical organ analogues. They have learned from humans and the other organic races of the galaxy, and become techno-organic cyborgs. Flesh and steel have become one.

Techno-Organic Battlechangers heal naturally, and can restore one point of Fuelon by consuming as much food and water as a creature of their size as well as resting for 8 hours. Remove the Unhealing racial trait.

Tool Modules

Ability Type Extraordinary

Requires Battlechanger race

Parts of your alt-mode anatomy transform into a deployable tool-kit usable in your robot mode. Select any single tool or skill-kit (such as a set of lockpicks, a mechanical skill kit, or a *specialized sensor* of any type); you receive a masterwork version of this device that can fold out of your anatomy as needed. You may take this trait multiple times to select additional tools.

Ultralight Chassis

Ability Type Extraordinary

Requires Battlechanger race

Your chassis has been streamlined for speed, an adaptation common to many Battlechangers who display human-stereotypical feminine traits and some Mechaborn Battlechangers with a defined gender. You suffer a -1 racial penalty to your STR and CON scores but receive a +3 racial bonus to your DEX score.

BATTLECHANGER FEATS

Battlechangers can learn some pretty unique abilities over the course of a lifespan measured in millions of Earth years. These feats are only some of those unique aptitudes.

BIRTHRIGHT FEATS

Birthday feats are only available to Battlechangers during character generation.

1. **Battlechanger Ancient** – Battlechanger race, WIS 13+
2. **Dark Matter Impregnation** – Battlechanger race, BAB +1, Tyrakron faction, Fighter classification alt-mode
3. **Dark Star Battlechanger** – Battlechanger race, any evil alignment
4. **Drill Tribe** – Battlechanger race, Emulator faction, vehicle alt-mode, Defender, Fighter or Worker classification
5. **Duo-Linker Team** – Battlechanger race, Triple-changer capabilities
6. **Legend-Grade Technomage** – Battlechanger race, Alloyed trait
7. **Legend-Grade Warrior** – Battlechanger race, Alloyed trait
8. **Micro-Tech** – Battlechanger, Medium sized or smaller robot mode
9. **Outlier** – Battlechanger race
10. **Primitive Processor** – Battlechanger race, Primitive alt-mode
11. **Warborn** – Battlechanger race, cannot select the Alloyed trait, BAB +1

Battlechanger Ancient

Even among a species that can live millions of years, there are ancients. They've survived upwards of eight to ten million years, at the very least, and have seen history unfold with their own optics. Battlechanger Ancients are an endless store of stories, legend and hard-earned wisdom.

Requires Battlechanger race, WIS 13+

Benefit Your vast age provides you with a +1 insight bonus on all Knowledge skills; this bonus increases to a +10 insight bonus on Knowledge (history) checks

made concerning Battlechanger history. All Knowledge skills are considered class skills for you.

Ability Type Extraordinary

Dark Matter Impregnation – Combat

The Tyrarkon Empire has mastered the secret of fusing ultra-dense exotic matter with a robotic warrior's endo-skeleton, rendering the mech virtually invulnerable.

Requires Battlechanger race, base attack bonus +1, Tyrakron faction, Defender or Fighter classification alt-mode

Benefit Your specially reinforced hull provides you with Damage Reduction 5/- in both modes; if you have the Damage Reduction gadget, this DR stacks when you are in your alt-mode.

Ability Type Extraordinary

Dark Star Battlechanger

Some tribes of Battlechangers, evolved on worlds far from Technys' sun, have become something other than mere machines....something darker.

Requires Battlechanger race, any evil alignment

Benefit Your type becomes Aberration, and you gain the (evil) subtype. In areas of dim illumination or worse, you gain a +1 racial bonus on attack and damage rolls, as well as a +4 racial bonus on Intimidate checks.

Ability Type Extraordinary

Drill Tribe

Some of the most combative Emulator warriors hail from the Drill Tribe, a pugnacious, competitive breed of warriors known for their crushing martial arts and drill-adorned carapaces.

Requires Battlechanger race, Emulator faction, vehicle alt-mode, Defender, Fighter or Worker classification

Benefit Your robot mode is decorated with a massive chest, shoulder or even skull mounted chrome drill capable of chewing through stone and steel with ease. This forms a centerpiece of your vehicular alt-mode.

You gain a modified form of the Constrict racial trait, you automatically inflict piercing damage equal to your Slam attack each round you maintain a grapple.

Ability Type Extraordinary

Duo-Linker Team

You are one of the exceptionally rare Duo-Linkers, a techno-evolutionary precursor to true Combiner Teams. You have two alt-modes that operate semi-independently of each other and merge to form a single robot mode.

Requires Battlechanger race, Triple-changer capabilities

Benefit When you transform into alt-mode you simultaneously transform into both alt-modes and separate into these components. (If you have a tank and a plane alt-mode, when you transform, instead of transforming into one or the other, you split apart into a tank and a plane component.)

Each alt-mode component has half your total maximum HP and half your current HP total, as well as INT, WIS and CHA scores equal to your robot mode attributes -2, but is otherwise identical to your robot mode. Each alt-mode component acts on your initiative count each round and may each take a move and standard action.

If either component is destroyed, you are also destroyed. If either component becomes incapacitated, charmed, or otherwise rendered helpless, both components share the condition. Your two components must remain within 1 mile of each other. If moved beyond this limit involuntarily (such as by teleportation effects), both components become unconscious and enter sys-stasis until they are brought within range.

Special If you have more than two alt-modes, you split into a corresponding number of components when transformed. Reduce HP proportionally- each component has 1/3 your maximum HP total if you have three alt-modes, 1/4 HP if you have four alt-modes and so forth.

Ability Type Extraordinary

Legend-Grade Technomage

Your birth from the living steel of Technys has given you incredible powers, unavailable to other members of your race. Physical laws are mere suggestions to Battlechangers of your power level.

Requires Battlechanger race, Alloyed trait

Benefit Your superiority over other Battlechangers makes your occult abilities especially potent. Increase the saving throw DC of any spell you cast against a

fellow Battlechanger without the Alloyed trait by +1 per every five character levels you possess. This increase stacks with the Spell Focus and Greater Spell Focus feats, if applicable.
Ability Type Supernatural

Legend-Grade Warrior - Combat

Robots with legend-grade systems come along once in a generation, if that. Only robots born from the living steel of Technys itself can achieve the ultimate potential of their race.

Requires Battlechanger race, Alloyed trait

Benefit You are far superior to ordinary Battlechangers. You receive a +1 racial bonus on attack and damage rolls against other Battlechangers without the Alloyed trait for five character levels you possess.

Ability Type Extraordinary

Micro-Tech

A relatively recent technological development allows human sized or smaller robots to assume large alt-modes without expending precious energy.

Requires Battlechanger race, Medium sized or smaller robot mode

Benefit You may assume an alt-mode of any size without expending Fuelon to activate your Mass-Shifting abilities.

Ability Type Extraordinary



Outlier

You manifest a variety of strange, non-standard abilities, unrelated to your alt-mode and assigned function in Technysian society.

Requires

Battlechanger race

Benefit You can purchase Spell-Like (or Psi-Like) Technology more cheaply during character creation and use these abilities more often. When purchasing Spell-Like (or Psi-Like) Technology, you pay only 1 Shannix per spell level.

Each day, you gain a special Fuelon pool, which can only be

used to activate your Spell-Like or Psi-Like abilities. You gain one special Fuelon point per four character levels, which refills each day.

Ability Type Extraordinary

Primitive Processor

Your neurological circuits were assembled from substandard components and your brain module is programmed with a simplistic, but extremely robust machine code. Or to put it another way, "Me, Primitive, badass!"

Requires Battlechanger race, Primitive alt-mode

Benefit You become immune to mind affecting abilities.

Drawback You suffer a -4 racial penalty to your INT score, cumulative with any other racial penalty. This penalty cannot reduce your INT score below 3.

Ability Type Extraordinary

Warborn

You came on-line during the height of the Great War, and were thrust into battle just days, perhaps only hours, of your assembly.

Requires Battlechanger race, cannot have the Alloyed trait, base attack bonus +1

Benefit You can push your systems to improve combat performance farther than Battlechangers assembled in less violent eras.

Each day, you gain a special Fuelon pool. You gain two special Fuelon, plus an additional Fuelon point per four character levels, which refills each day. You may use these points of Fuelon to perform any of the following Fuelon Reserve functions: *defensive effort, extra effort* (STR and DEX keyed skills or attack rolls only), *lethal targeting, self repair protocol* or *wrecker*.

Ability Type Extraordinary

OTHER BATTLECHANGER FEATS

1. **Base Trailer** – Battlechanger race, vehicular alt mode, Defender, Hauler, Rescue or Worker classifications
2. **Beast Weapon** – Battlechanger race, Deployer or Steel Pet trait
3. **Body Upgrade Surgeon** – Battlechanger race, Craft (mechanical) 5 ranks*
4. **Circuit Chalice** – Battlechanger race, Freegear faction, good alignment, BAB +5, WIS 15+
 - a. **All Are One** – Circuit Chalice, BAB +10
 - b. **Light the Darkest Hour** – Circuit Chalice
 - i. **Reignite the Spark** – Light the Darkest Hour, character level 10th
5. **Combat Assist** – Battlechanger race, weapon alt-mode, Best Attack trait, BAB +3
6. **Combiner Fuel Repositor** – Battlechanger race, Combiner Component gadget, Scramble Combiner trait
7. **Cosmic Herald** – Battlechanger race, either First Forged's Light or Umbra Nemesis Cultist trait, BAB +3
8. **Double Agent Mech** – Battlechanger race, Disguise 1 rank, any neutral alignment
9. **Destroy All Fleshlings!** – Battlechanger race, Tyrakron, non-good alignment
10. **Fuelon Carnivore** – Battlechanger race, Primitive alt-mode with bite attack, non-good alignment
11. **Fuelon Miner** – Battlechanger race, Ground Worker classification alt-mode, Burrow 10 ft
12. **Hunter-Killer Air Superiority** – Battlechanger race, Tyrakron faction, Sky Speeder or Sky Fighter alt-mode
13. **Ground Walk Mode** – Battlechanger race, Sky classification alt-mode
14. **Kiss Merge** – Human race, Kiss Friend trait

- a. **Kiss Conscience** – Kiss Merge, WIS 13+
- b. **Kiss Evolution** – Kiss Merge
15. **Mini-Missile Flurry** – Battlechanger race, BAB +3
16. **Nasty Junk** – Battlechanger race, Scavenger faction, Catch Off Guard
 - a. **Really Slagging Nasty Junk** – Nasty Junk, character level 12th
17. **Passenger Hauler** – Battlechanger race, Large or larger, vehicle alt-mode with the Hauler, Mover, Rescue or Worker classifications
18. **Piloted Reflexes** – Battlechanger race, vehicular alt-mode or Primitive alt-mode with GM approval
19. **Powerlink Engine Module** – Battlechanger race, CON 13+
 - a. **Powerlink Supercharger** – Powerlink Engine Module
 - b. **Powerlink Weapons Booster** – Powerlink Engine Module, Best Attack trait
20. **Powerlink Head Module** – Battlechanger race, INT 13+
 - a. **Powerlink Head Mastery** – Powerlink Head Module, character level 5th
21. **Reconfigurable Weapons Array** – Battlechanger race, BAB +3, Special Weapons gadget
22. **Sparker Mech** – Battlechanger race, primitive alt-mode
23. **Submersible** – Battlechanger race, Sea classification alt-mode or aquatic primitive alt-mode
24. **Superior Self Repair** – Battlechanger race, CON 15+
25. **Superior Two Weapon Fighting** – Battlechanger race, Dual Cranial Processors trait
26. **Upgrades** – Battlechanger race

All Are One

You use the exotic energies of the Circuit Chalice to unite Freegear warriors in chassis and spark.

Requires Circuit Chalice, base attack bonus +10

Benefit By expending a point of Fuelon as a move-equivalent action, you can initiate a merge between up to five allied or Freegear robots, all of whom must be willing and within 100 ft of you. Doing so creates a Gestalt, with you as the controlling member of the combiner team. This ability will function in conjunction with any Freegear or allied Battlechanger, regardless of whether or not they (or you) possess Combiner Components. You may remain in this Gestalt form for up to 5 minutes before being required to expend Fuelon to maintain its function.

Ability Type Supernatural

Base Trailer

Your vehicle form pulls an enormous trailer (or train cars, flat beds or other devices) capable of warping into non-space when not needed.

Requires Battlechanger race, Vehicular alt-mode with the Defender, Hauler, Rescue or Worker classifications

Benefit When in alt-mode, a large trailer or other container appears at the rear facing of your vehicular alt-mode and attaches to you. This trailer is an appropriate size for your alt-mode. It functions as *Secure Shelter*, and opens to an other dimensional space. Items and creatures stored within your Base Trailer do not count against encumbrance or weight limit.

At 15th level, your Base Trailer functions as *mage's magnificent mansion* instead. When you return to robot mode, your Base Trailer vanishes; living creatures placed into the trailer reappear adjacent to you. Objects stored in the Base Trailer remain within, until you return to your alt-mode. If slain, your Base Trailer reappears in a non-functional state, somewhere near your body.

Ability Type Spell-Like

Beast Weapon

Your bio-mechanical animal partner can transform into a special weapon for your use.

Requires

Battlechanger race, Deployer or Steel Pet trait

Benefit As a move equivalent action that does not provoke opportunity, your Steel Pet or Deployer eidolon, can transform into a weapon form. If your Steel Pet or Deployer is a familiar, it can assume any one handed weapon form. If an animal companion or eidolon it may assume any two handed weapon form. Once chosen, the animal's weapon form cannot be changed.

At first level, you Beast Weapon becomes a +1 **weapon** of the chosen type. Every five character levels, it gains an additional +1 enhancement bonus or equivalent special ability. At 5th level, your Beast Weapon gains the Best Attack trait.

Ability Type Extraordinary

Body Upgrade Surgeon

You have received extensive mechanical and anatomical training and are one of the most skilled techno-surgeons of your species. You are trusted to repair and upgrade your comrades, as well as assisting in the creation of new Battlechangers.

Requires Battlechanger race, Craft (mechanical) 5 ranks (other races can select this feat if they also select Skill Focus (craft: mechanical) as a replacement prerequisite

Benefit You can upgrade and replace Battlechanger components, even changing a robot's alt-mode or adding additional gadgets or upgrading existing systems by making a Craft (mechanical) check and expending raw materials valued as noted below.

Craft (mechanical) Task	Craft Check DC	Raw Materials Cost	Time Required
Rebuild existing alt-mode (as the spell, <i>Function Reformatting</i>)	DC 30	25,000 gp	40 hours
Add an additional alt-mode	DC 25	10,000 gp	20 hours
Replace Special Weapons with new Special Weapons of equal Shannix cost	DC 18	5,000 gp	8 hours
Add Micro-tech feat or a Powerlink feat to an existing Battlechanger	DC 18	5,000 gp	12 hours
Add a new ability costing 1 shannix or more (does not include Feat Programming)	DC 20 + 1 per additional Shannix	5,000 gp per Shannix cost of new ability	10 hours plus 2 hours per additional Shannix
Add a new trait to an existing Battlechanger	DC 15	3,000 gp	8 hours
Produce a new first level Battlechanger NPC (average ability scores, alignment within one step of your own, effectively reproduction)	DC 25	50,000 gp	40 hours

Further, you are treated as possessing the Master Craftsman feat, as it applies to enchanting Battlechanger armor and special weapons only.

Ability Type Extraordinary

Circuit Chalice

The Circuit Chalice, the badge of office of great Freegear leaders, has been bestowed upon you. This chest-mounted component provides you with the wisdom of your race and physically transforms you, making you larger, stronger and more able to defend the galaxy's imperiled lifeforms.

Requires Battlechanger race, Freegear faction, any good alignment, base attack bonus +5, WIS 15+

Benefit You undergo a bio-mechanical apotheosis. Your alt-mode's cargo multiplier increases by 5, and its natural armor bonus increases by +2. In robot mode, you may modify your melee attack rolls and STR-based skill checks using your WIS modifier rather than your STR modifier.

Ability Type Supernatural

Combat Assist – Combat

You transform into a weapon and subsystems within your alt-mode ensure that other robots always have the expertise needed to wield you properly.

Requires Battlechanger race, weapon alt-mode, Best Attack trait, base attack bonus +3

Benefit By spending a point of Fuelon as a move-equivalent action while in your weapon alt-mode, you grant your wielder the ability to use any Combat feats you possess as bonus feats. This enhancement lasts until the end of the encounter, until you return to your robot mode, or until the wielder discards your weapon form.

Ability Type Extraordinary

Combiner Fuel Repositor

Your specially modified Fuelon storage and purification systems make you a living battery pack for the massive Gestalt robots. Such robots are quickly recruited to the more established Combiner teams-actively press-ganged into service in the case of Tyrakron Combiners.

Requires Battlechanger race, Combiner Component gadget, Scramble Combiner trait

Benefit When you act as part of a Gestalt, the gestalt gains a pool of 10 Fuelon that is spent before any Fuelon is expended by team members. In addition, the Gestalt gains 50 bonus HP which are lost before any combiner team member HP is reduced. A specific Gestalt can only benefit from these augmentations once per day. If you leave the Gestalt or are destroyed, the benefit is lost.

Ability Type Extraordinary

Cosmic Herald

The Battlechangers are a truly ancient species, whose own origins are lost in the mists of pre-history. An assortment of cosmic machine intelligences of vast, incalculable power and agendas stretching across aeons claim different sects and subspecies of Battlechangers as their pawns or worshippers.

Sometimes, one of these star-deities constructs a Battlechanger of enormous potential and power to serve as their herald and avatar. Whether good or evil, or completely beyond such labels, these Battlechangers are beings of universe-shaking might.

Requires Battlechanger race, either First Forged's Light or Umbra Nemesis Cultist trait, base attack bonus +5

Benefit By spending a point of Fuelon as an immediate action, you may harden your systems with cosmic energy for one round. You gain Damage Reduction 10/epic. If you have existing Damage Reduction in either mode, it stacks with this Damage Reduction and becomes DR/epic as well. During this time, your First Forged's Light or Umbra Nemesis Cultist trait activates as well. While so enhanced, your entire body crackles with strange energies, either dark or bright.

Ability Type Supernatural

Double Agent Mech

You can completely reconfigure your robot mode form, altering everything from your chassis styling to your optical colors to your factional symbols, allowing you to flawlessly disguise yourself as one of the enemy!

Requires Battlechanger race, Disguise 1 rank, any neutral alignment

Benefit As a full round action, you can assume a second robot mode. This mode is statistically identical to your base robot mode and may use all its abilities. In this mode, you automatically succeed on Disguise checks made to pass yourself off as a member of the opposing faction, and receive a +5 competence bonus on Bluff checks to do so.

Ability Type Extraordinary

Destroy All Fleshlings! – Combat

Tyrakrons have no concern for the lives of fleshy organics, including pathetic Humans!

Requires Battlechanger race, Tyrakron faction, non-good alignment

Benefit You do not suffer a size penalty on attack rolls against Humanoids with the Human subtype.

Ability Type Extraordinary

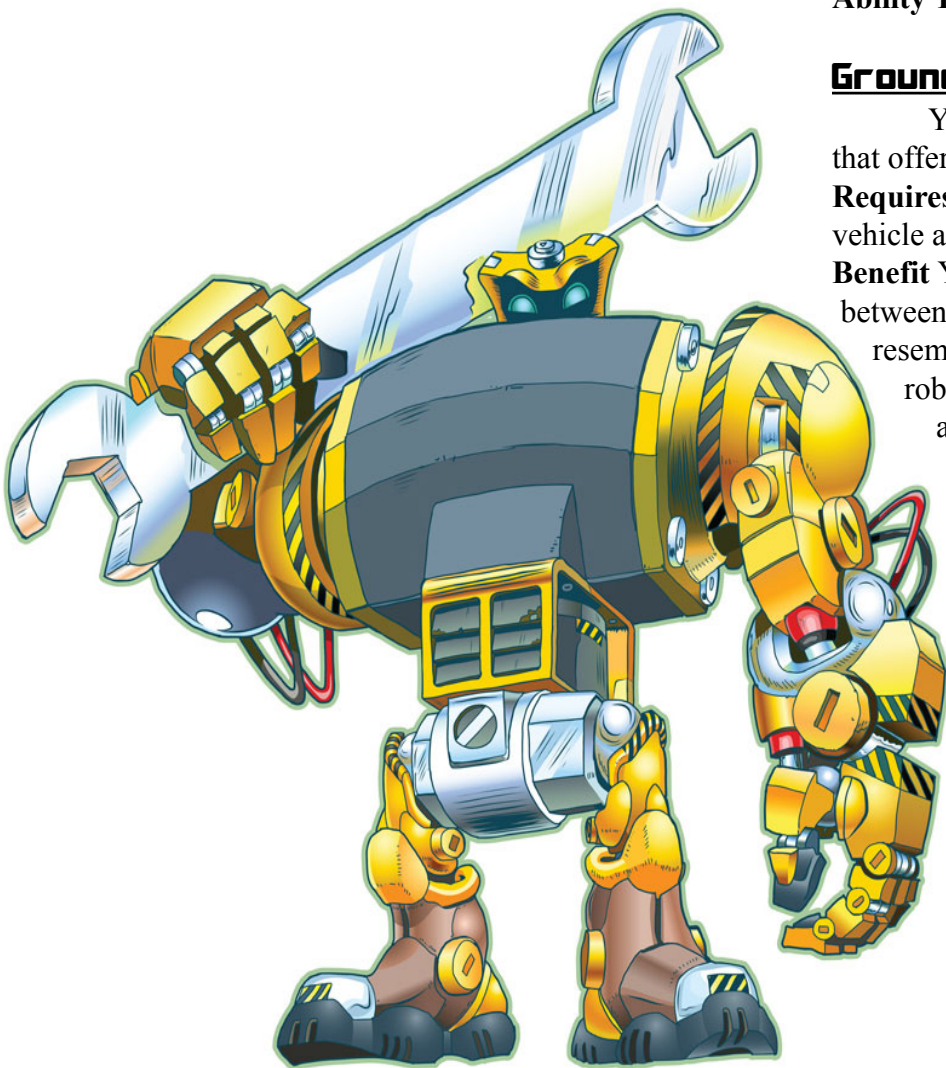
Fuelon Carnivore

You can rip the still-spasming fuelon pump from a defeated adversary and drink down the dying robot's life sustaining fluids.

Requires Battlechanger race, Primitive alt-mode with bite attack, non-good alignment

Benefit When you destroy a Battlechanger opponent with your bite attack (or similar abilities, such as swallow whole) you may devour its Fuelon supply as a full round action. Doing so allows you to add half your victim's current Fuelon Reserve to your own Fuelon Reserve, up to your normal maximum.

Ability Type Extraordinary



Fuelon Miner

Though Fuelon Miners were a relatively low caste on pre-war Technys, they were vital for providing the fuel that sustained the world and its

mechanical citizens. Instantly recognized by their yellow and black hazard striping, these miners could tunnel through steel as easily as soft dirt.

Requires Battlechanger race, Ground Worker classification alt-mode, Burrow speed 10 ft

Benefit When tunneling through soft dirt or relatively weak stone, your Burrow speed increases to equal your base land speed. You may also choose to Burrow in alt-mode, at your alt-mode's full speed. If burrowing through metal or other extremely dense matter, reduce your Burrow speed by half. In addition, you gain the *Stonecutting* racial trait, but only as it applies to your homeworld of Technys or other mostly mechanical worlds.

Ability Type Extraordinary

Ground Walk Mode

You can assume a hybrid aircraft/robot mode that offers the best capabilities of either mode.

Requires Battlechanger race, Sky classification vehicle alt-mode

Benefit You can assume a hybrid, intermediary form between robot and alt-mode. Your ground walk form resembles your Sky vehicle alt-mode with exposed robot mode limbs arranged around the cockpit in a roughly bipedal humanoid shape. In this hybrid 'ground walk' form, you retain your Sky vehicle's flight capabilities, though your maneuverability is worsened by one step. You also retain your base land speed, and can use robot mode abilities and manipulate object with robot mode hands and arms.

Ability Type Extraordinary

Hunter-Killer Air Superiority - Combat

Hunter-Killers rule the skies! The elite aerial warriors of the Tyrakron cause, these arrogant and militaristic warriors are the personal guard of Tyrakron generals and overlords. Only the best, most committed warriors are accepted into the ranks of the Hunter-Killers, and to show their loyalty, most adopt a uniform chassis with a chest mounted cockpit and jet engines at each pectoral.

Requires Battlechanger race, Tyrakron faction, Sky Speeder or Sky Fighter alt-mode

Benefit You receive a +1 bonus on ranged attack and damage rolls and armor class as long as both you and your target are airborne.

Ability Type Extraordinary

Kiss Conscience

You especially like to kiss and merge with robots that share your morals, because when you do, the merge joins your souls as well as your bodies.

Requires Kiss Merge, WIS 13+

Benefit When you kiss merge with a Battlechanger who exactly shares your alignment, you add your WIS modifier to theirs for the purpose of determining the saving modifier and effects of divine spells cast by the Battlechanger. In addition, both participants in the merge make WILL Saves against any effect that would target either participant and take the better result.

Ability Type Supernatural

Kiss Evolution

By merging with a willing Battlechanger, you transform an ordinary robot into a top-class warrior, and a warrior into a mechanical god.

Requires Kiss Merge

Benefit While you are kiss merged, your partner robot becomes larger and more powerful. Your robot gains a +2 enhancement bonus to its Armor Class, as well as the *powerful build* trait, meaning it is treated as being the next size category larger when doing so would be advantageous to it. All the robot's natural attacks and Special

Weapons inflict damage as if they were one size category larger. These benefits apply to the robot's alt-modes as well.

Ability Type Supernatural

Kiss Merge

When you kiss a Battlechanger, your body melts into their steel chassis. In effect, you become part of the robot, augmenting its systems with your love!

Requires Human race, Kiss Friend trait

Benefit When you use your Kiss Friend ability, you may choose to physically merge with the Battlechanger. While merged, the only action you can take is to end the merge as a move-equivalent action on your turn. While you are kiss merged, the Battlechanger acts as if *hasted*. You may maintain the merge for a number of rounds per day equal to your CON score. These rounds need not be consecutive. You are *exhausted* for twice as long as you remained merged, and you cannot kiss merge while *fatigued* or *exhausted*.

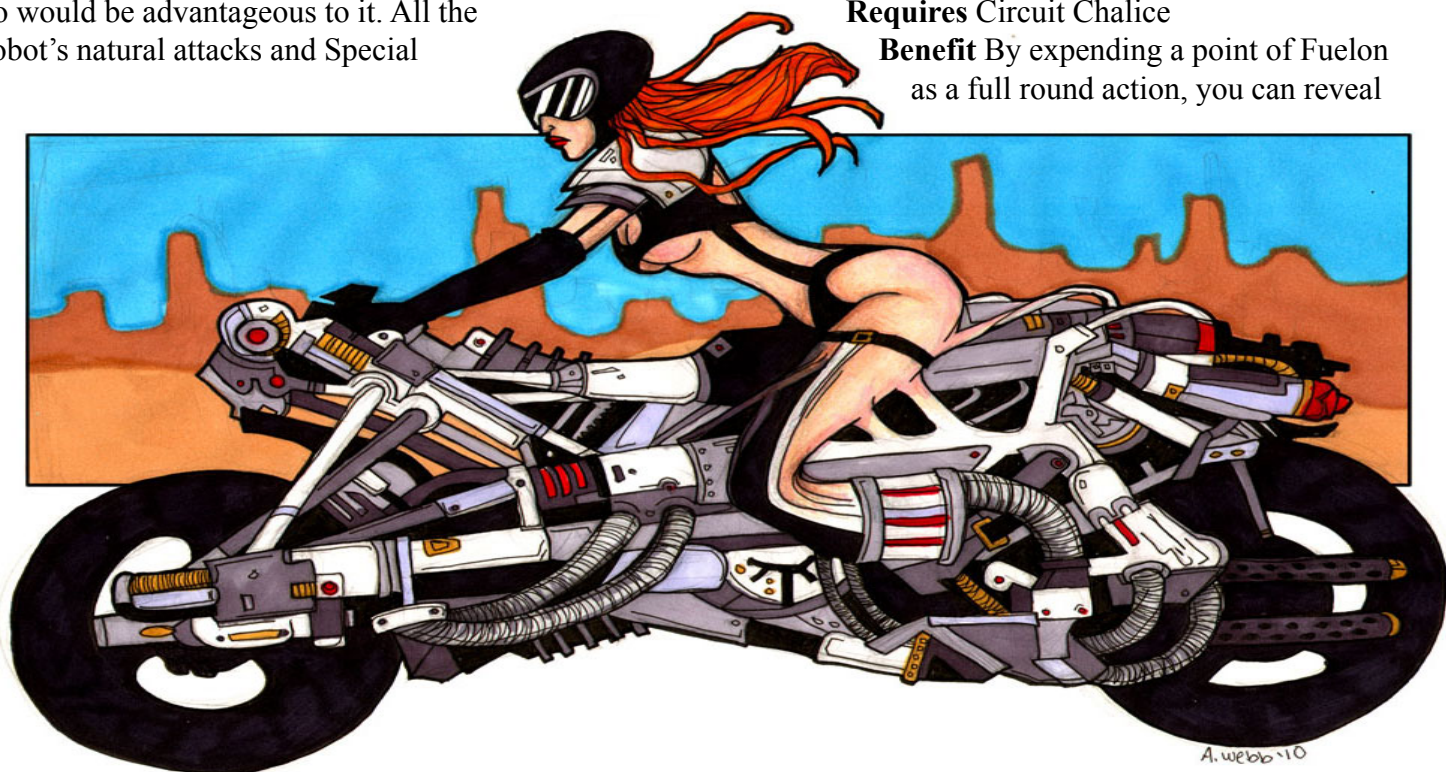
Ability Type Supernatural

Light the Darkest Hour

You open your chest compartment, revealing the luminous Circuit Chalice hidden beneath your armored breast. Alien energies lash out, performing miracles.

Requires Circuit Chalice

Benefit By expending a point of Fuelon as a full round action, you can reveal



your Circuit Chalice. Doing so unleashes a burst of silver energy in a 100 ft radius. All allied Battlechangers recover 5d6 Hit Points and benefit from a *bless* effect as cast by a cleric of your total character level. Enemy Battlechangers must succeed at a WILL Save (DC 10 + $\frac{1}{2}$ your total character level + your WIS modifier) or be *blinded* for 1d6 minutes.

Ability Type Supernatural

Mini-Missile Flurry

You deploy hidden mini-missile launchers from your chest, shoulder armor or other parts of your mechanical anatomy, and blast your enemies with a barrage of hundreds (or even thousands) of independently targeted mini-missiles. These mini-missiles are only the size of pencils, but pack a Fuelon warhead capable of shredding tank armor.

Requires Battlechanger race, base attack bonus +3

Benefit As a full-round action, you can unleash a mini-missile flurry against all targets within 500 ft of you who do not have total cover. You may target one opponent per two character levels (maximum 10 opponents), inflicting 5d8 damage + 1d8 damage per two character levels (maximum 10d8 damage). Half this damage is ballistic damage, half this damage is fire damage.

Targets of the mini-missile flurry may attempt a REF Save for half damage (DC 10 + $\frac{1}{2}$ your total character level + your CON modifier). You may use a mini-missile flurry once per day per three character levels.

Special The gamemaster might allow specific versions of this feat to inflict an alternate energy type, such as Acid (for acid filled warheads), Cold (cryogenic missiles) or the like. Once made, this choice cannot be changed.

Ability Type Extraordinary

Nasty Junk

Who needs real weapons? A hunk of twisted metal and rebar makes a damn fine sword in your rusted hands.

Requires Battlechanger race, Scavenger faction, Catch Off Guard

Benefit When you wield an improvised weapon, this weapon gains the Deadly mundane weapon property and the Keen magical weapon property if it is a

slashing or piercing weapon. This is a property of your training, not innate to the weapon.

Ability Type Extraordinary

Passenger Hauler

You can carry passengers safely and easily, whether they be organic or smaller Battlechangers.

Requires Battlechanger race, Large or larger size, vehicle alt-mode with the Defender, Hauler, Worker or Rescue classifications

Benefit You gain the ability to carry roughly as many Medium sized (or larger) passengers as a vehicle of your type would be expected to while you are in your alt-mode. For a small car, this might be 4-6 passengers, but for larger vehicles, such as a yacht, rail car or commercial airliner, this might be dozens or even hundreds of passengers. You can carry proportionally smaller numbers of larger passengers, up to a maximum passenger of up to one size category smaller than yourself. You may carry these passengers without their mass counting towards your encumbrance or load.

Ability Type Extraordinary

Piloted Reflexes - Combat

You let a trusted humanoid pilot take your wheel and allow their expert reflexes to keep you out of danger.

Requires Battlechanger race, vehicular alt-mode or Primitive alt-mode with gamemaster approval and without the Techno-Organic gadget

Benefit When a humanoid ally is in your alt-mode cockpit, anytime you are called upon to make a REF Save, you make the save and your ally makes a Drive or Pilot check (as appropriate to your alt-mode). You use the better result for your REF Save. If your pilot or driver possess evasion, improved evasion or a similar ability, you are treated as possessing this ability while piloted.

Normally, this feat applies only to vehicular alt-modes, but with GM approval, it might extend to certain primitive alt-modes, such as dark beetle alt-modes with driver cockpits shielded behind a golden canopy. Primitives with this feat cannot take the Techno-Organic gadget, and resemble animalistic mecha rather than true animals.

Ability Type Extraordinary

POWERLINK TECHNOLOGY

Powerlink tech had its origins on Planet Lord, where a subspecies of small, yet cunning Battlechangers developed a technology that allowed these smaller robots to form a symbiotic link with larger partners. By assuming the form of either an engine or a head module, the smaller Lords could assume some of the functions of the larger body, improving efficiency and raw power.

Powerlinking takes advantage of long forgotten subsystems shared by all Battlechangers, suggesting the inhabitants of Planet Lord didn't invent the technology, but rather rediscovered it. Most Battlechangers have hidden ports and plugs on their chest, abdomen or back that can slide open on concealed seams to accept an Engine Module, and likewise most members of the species can retract their head and neck into a protective cavity in their upper torso, to make room for the attachment of a non-standard Head Module.

For some Battlechangers, merging with a partner robot in this manner is a purely pragmatic choice. Efficiency, additional computing power and targeting assistance? Sign me up! For others, such a merger is as close to marriage as the ancient machines practice. Likewise, some Powerlinkers are hotly modular, able to merge with dozens of potential partners as the mission demands. Others, particularly those with a more romantic view of Powerlinking, only ever merge with a particular, trusted and beloved robot companion.

Powerlink Engine Module

A variation on the "Brain Lord" technology introduced by the science-minded mechs of Planet Lord, robots who assume an Engine Module form transform into a large, high power, ultra-energy power supply designed to be plugged into a larger partner. Virtually any Battlechanger can accept the introduction of an Engine Module partner to supercharge their systems. Engine Modules usually plug directly onto hidden ports and connective hard-points on their larger partner's abdomen, breast or upper back.

Requires Battlechanger race, CON 13+

Benefit You gain a secondary alt-mode as an engine module of one size smaller than your robot mode.

While in Engine Module mode, you may link with any willing allied Battlechanger of at least one size larger than the engine as a move-equivalent action. While powerlinked, you are an inactive observer, and the larger robot takes all actions, though you can advise mentally. Your larger partner may use your Fuelon Reserves as its own, but cannot reduce you to 0 Fuelon.

While in Engine Mode and powerlinked, you gain the benefit of improved cover. Each round you remain powerlinked, you gain Regeneration 1, as the symbiotic link benefits both robots. Either you or your powerlinked partner can end the merge at any time, as a move-equivalent action.

Ability Type Extraordinary

Powerlink Head Mastery

Your Head Module robot is mecha-parasitic, allowing you to take control of unwilling Battlechanger chassis!

Requires Battlechanger Head Module, character level 5th

Benefit You can transform into your Head Module mode and attempt to involuntarily take over the systems of an adjacent Battlechanger. This functions as forming a standard powerlink, save that your target is allowed a WILL Save (DC 10 + half your total character level + your INT Modifier) to resist the effect. If the target fails, you force the powerlink and take command of the robot's body. Your target is allowed a new WILL Save at the end of its turn each round to end the effect.

Ability Type Extraordinary

Powerlink Head Module

Common to the small, tactically minded micro-bots of Planet Lord, the Battlechanger transforms into an interchangeable head unit for a larger robot. The larger robot retracts their head and neck into their torso, opening a universal receptor port to allow the secondary Head Module to mount atop their shoulders. The benefit of the combination is a unique form of gestalt with heightened awareness, intelligence and senses- two robot brains working overtime to succeed!

Requires Battlechanger race, INT 13+

Benefit You gain a secondary alt-mode as a robotic head one size category smaller than your robot mode. While in Head Module mode, you may link with any

willing allied Battlechanger of at least one size larger than the head as a move-equivalent action. While powerlinked, you command the body of the larger robot. You use your own INT, WIS and CHA score, but use your host body's physical ability scores. You retain your class abilities, feats and abilities, but use the host body's Hit Point total, Armor Class and FORT and REF saving throws, but your own WILL save. You may access any of your host body's gadgets, its alt-mode and extraordinary abilities.

While making any INT, WIS or CHA keyed skill check while merged, both you and your host make a check. You take the better of two results- two brain-units are better than one! Either you or the host robot can end the merge at any time, as a move-equivalent action.

Ability Type Extraordinary

Powerlink Supercharger

Your incredibly advanced Fuelon engine and cosmic energy converters grant your linked partner incredible durability.

Requires Powerlink Engine Module

Benefit While powerlinked, both you and your host robot share a single pool of Hit Points, and both partners gain Regeneration 1. Your Regeneration increases by +1 per four character levels possessed by either yourself or your powerlinked partner. Your host robot gains the Ferocity racial trait, as long as it remains powerlinked with you.

Ability Type Extraordinary

Powerlink Weapons Booster

You can fold yourself into a booster system, rather than a standard engine, that dramatically increases the accuracy and firepower of your linked partner's weapons.

Requires Battlechanger race, Powerlink Engine Module, Best Attack trait

Benefit Instead of providing the normal benefits of an Engine Module mode, you may assume Weapons Booster mode. You may provide only one such benefit at a time, and may change which benefit you provide as a standard action.

While in Weapons Booster mode, your powerlinked partner gains access to all your Special Weapons and may use them as if they possessed those

abilities. In addition, your powerlinked partner benefits from your Best Attack trait with both your Special Weapons and his or her own. If a Special Weapon possessed by both you and your powerlinked partner shares the same basic type (for example, a long sword, or a heavy ion pistol) increase the die size of that weapon by one die size while you remain powerlinked.

While in Weapons Booster mode and powerlinked, you gain the benefit of improved cover. Each round you remain powerlinked, you gain Regeneration 1, as the symbiotic link benefits both robots. Either you or your powerlinked partner can end the merge at any time, as a move-equivalent action.

Ability Type Extraordinary

Really Slagging Nasty Junk

Find a nice steel I-beam, sharpen it down to a point, heat treat it, and you've got a sword good enough to take off a Battlechanger cranial unit at the shoulder joint!

Requires Nasty Junk, character level 12th

Benefit When you wield an improvised weapon, this weapon also gains the *Vorpal* magical weapon if it is a slashing weapon. This is a property of your training, not innate to the weapon.

Ability Type Extraordinary

Reconfigurable Weapons Array - Combat

A few moments of concentration allows you to rebuild your special weapons loadout to suit the mission at hand.

Requires Battlechanger race, Base Attack Bonus +3, Special Weapons gadget

Benefit You may expend a point of Fuelon as a full round action to reconfigure your Special Weapons. You can swap any special weapon qualities and enhancement bonus for abilities with an equal Shannix cost. Your reconfigured Special Weapons must always have at least a +1 enhancement bonus, and are always weapons of the same basic type (for example, always a long sword, always a spacer's blaster, and so on). If you possess more than one Special Weapon, you may reconfigure one or more weapons simultaneously.

Ability Type Extraordinary

Reignite the Spark

The Circuit Chalice you carry within your breast can restore life to fallen Battlechangers or create new AI-matrixes, giving birth to new members of the species.

Requires Light the Darkest Hour, character level 10th

Benefit By expending two points of Fuelon as a full round action, you can cast *True Resurrection*, as a 20th level cleric, to restore a slain Battlechanger to life.

Alternatively, you may imbue a newly constructed Battlechanger chassis with life and sentience, creating a first level Freegear Battlechanger. This Battlechanger has a single heroic character level of your choice, and is initially friendly to you, but not under your specific control.

Ability Type Supernatural

Sparker Mech – Combat

Your bestial alt-mode gains the ability to breath out a short but lethal gout of charged ions or superheated plasma.

Requires Battlechanger race, Primitive alt-mode

Benefit As an attack action, while you are in your alt-mode you can breathe out a 10 ft cone of electricity or fire, chosen when this power is taken. This inflicts 1d6 points of electricity or fire damage per four character levels (REF DC 10 + ½ your total character level half). If your alt-mode possesses a bite attack, you add this damage to a successful bite attack.

Submersible

Your alt-mode is designed for undersea operations.

Requires Battlechanger race, Sea classification vehicle alt-mode (or aquatic Primitive alt-mode with GM approval)

Benefit Your alternate form can withstand the conditions at any depth. While in alt-mode you gain Blindsight 10 miles and Blindsight 1 mile while fully submerged thanks to your onboard sonar sensors.

Ability Type Extraordinary

Superior Self Repair

Your self repair protocols are better than the norm for your species.

Requires Battlechanger race, CON 15+

Benefit When you expend a point of Fuelon to activate your *self repair systems*, you gain Fast

Healing 10 for one round. At 10th level, this becomes Fast Healing 15 instead.

Ability Type Extraordinary

Superior Two Weapon Fighting

Your two heads make you a whirling dervish of death on the battlefield.

Requires Battlechanger race, Dual Cranial Processors trait

Benefit Each of your two heads controls a specific arm and weapon. As such, you never take a penalty on attack or damage rolls when attacking with two weapons.

Ability Type Extraordinary

Upgrades

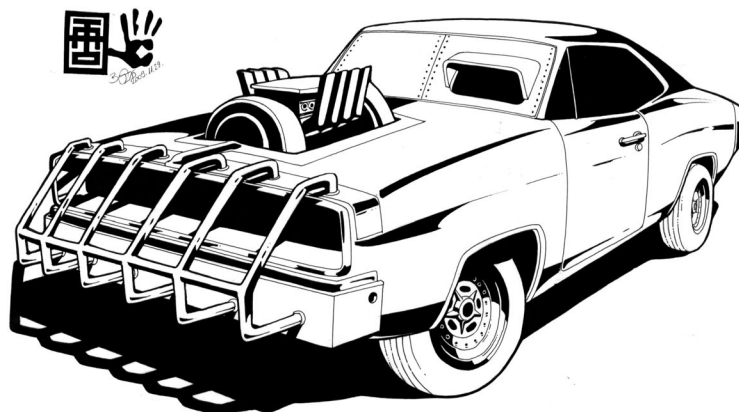
Your bio-mechanical systems evolve to the next level.

Requires Battlechanger race

Benefit You gain an additional two Shannix. You may spend these Shannix immediately to upgrade your functions and abilities, or save them for future selections of this feat, to purchase more expensive upgrades. You may take this feat multiple times; its effects stack.

Special Battlechangers of 10th level and above who choose this feat gain an additional three Shannix rather than two with each selection.

Ability Type Extraordinary



BATTLECHANGER SPELLS

Though the species prefers to solve problems technologically, rather than through supernatural means, the Battlechangers have mastered magic as thoroughly as they have mastered science. For the race's technomages, the two disciplines are one and the same. Here are a handful of spells unique to the Battlechanger race.

Alchemist Formula

First Level

- *Cosmetic Alt-Modifications* – alter a Battlechanger's cosmetic details, similar to re-scanning

Second Level

- *Transmetalization* – Battlechanger's chrome hull renders them immune to Ballistic and Force damage

Third Level

- *Fuelon Explosion* – inflict 1d6 energy damage on a target robot per point in its Fuelon Reserve
- *Mechamorphic Adaptation* – assume another Battlechanger's alt-mode and physical capabilities for one round/level

Fourth Level

- *Triple Form* – grant a Battlechanger triple-changer capabilities for 1 hour/level

Fifth Level

- *Powerlink Bio-Implants* – give a touched organic being a Powerlink feat as if it were a Battlechanger
- *Transmetalization, Mass* – as Transmetalization, but affects 1 metallic creature per level

Sixth Level

- *Ceremony of Remolding* – create new Battlechanger life that is a physical duplicate of an existing robot
- *Fuelon Explosion, Greater* – either affect multiple targets or target Gestalts with *Fuelon Explosion*
- *Function Reformatting* – give a touched Battlechanger a completely new alt-mode and capabilities

Bard Spells

Second Level

- *Hardlight Avatar* – conjure a personality-based holographic image to scout for you

Cleric Spells

First Level

- *Fuelon Charge, Lesser* – restore 1 Fuelon to a Battlechanger with none

Second Level

- *Alt-Lock* – freeze a Battlechanger in its current mode

- *Fuelon Charge* – touch restores Fuelon to a Battlechanger
- *Transmetalization* – Battlechanger's chrome hull renders them immune to Ballistic and Force damage

Fifth Level

- *Fuelon Charge, Mass* – as Fuelon Charge, but affects one Battlechanger per level
- *Transmetalization, Mass* – as Transmetalization, but affects 1 metallic creature per level

Druid Spells

Second Level

- *Alt-Lock* – freeze a Battlechanger in its current mode

Fourth Level

- *Fuelon Armada* – create a short lived army of clones from solidified Fuelon energy

Fifth Level

- *Great Downsizing* – touched Battlechanger permanently becomes smaller and more humanoid, and gains the Micro-Tech feat and the Techno-Organic gadget

Sorcerer/Wizard Spells

Second Level

- *Alt-Lock* – freeze a Battlechanger in its current mode

Third Level

- *Fuelon Explosion* – inflict 1d6 energy damage on a target robot per point in its Fuelon Reserve

Fourth Level

- *Triple Form* – grant a Battlechanger triple-changer capabilities for 1 hour/level

Sixth Level

- *Fuelon Explosion, Greater* – either affect multiple targets or target Gestalts with *Fuelon Explosion*

Witch Spells

Second Level

- *Mauling Faceplate* – your faceplate becomes a torture device that inflicts 1d8+CHA piercing damage and nauseates the target while it is worn

Third Level

- *Mechamorphic Adaptation* – assume another Battlechanger's alt-mode and physical capabilities for one round/level

Fourth Level

- *Fuelon Armada* – create a short lived army of clones from solidified Fuelon energy

Alt-Lock

School transmutation

Level cleric 2, druid 2, sorc/wiz 2

Casting Time one standard action

Components V, S, Racial (Battlechanger)

Range medium (100 ft + 10 ft/level)

Duration 1 round/level (D)

Saving Throw FORT negates **Spell Resistance** Yes

Glowing golden security bolts lock a Battlechanger into its current mode. The target cannot change modes while bound with *alt-lock*, but gets a new FORT Save each round to end the effect.

Ceremony of Remolding

School conjuration (creation) **Level** alchemist 6

Casting Time 24 hours

Components V, S, M (Fuelon crystals, rare ores and a pre-built robotic endoskeleton worth collectively 60,000 gp), Racial (Battlechanger)

Range touch

Duration instant

Saving Throw None **Spell Resistance** No

Many Battlechangers share standardized body types, physically distinguished only by their cranial armor and decoration and their unique color schemes and external weapons. This sacred spell allows Battlechangers to reproduce in a new way, by imitating the form and abilities of an existing Battlechanger, who serves as a 'prototype' for the spell. The prototype must be present for the entire casting ritual and must be willing to participate; no form of magical or mundane compulsion can force participation in this ritual.

At the end of the ritual, the components and robotic endoskeleton component form into a new Battlechanger lifeform. Aside from minor cosmetic details, the new Battlechanger is physically identical to the prototype. The new Battlechanger has identical physical ability scores to the prototype, but acquires new mental ability scores in the manner appropriate to the campaign; the Battlechanger is a first level character with an alignment within one step of the caster. The new Battlechanger has the same alt-mode (s) as the prototype, as well as any racially specific feats or traits that reference physical anatomy (such as the Off Road Tires trait or the Ground Walk feat, for instance). If the original had the Circuit Chalice feat or

related feats, the new Battlechanger specifically does not gain these feats.

Cosmetic Alt-Modifications

School transmutation **Level** alchemist 1

Casting Time one minute

Components V, S, racial (Battlechanger)

Range touch

Duration instant

Saving Throw FORT negates (harmless)

Spell Resistance Yes (harmless)

This spell is prized by fashion conscious Battlechangers, as it allows them to make dramatic changes to their alt-mode and robot form detailing without the necessity of a full systems rebuild. This spell allows the touched Battlechanger to alter cosmetic details of its alt-mode and robot form, such as coloration, vehicle styling, decorative elements and the like.

Fuelon Armada

School conjuration (creation) **Level** druid 4, witch 4

Casting Time one standard action

Components V, S

Range personal; close (25 ft + 5 ft/level)

Duration 1 round/level (D)

Saving Throw None **Spell Resistance** No

By emitting dark lightning from your hands, eyes or alt-mode components, you generate a short-lived army of energy clones comprised of rarified Fuelon. The duplicates in your armada are exact physical copies of yourself in your alt-mode, save they only have a single Hit Point, and cannot transform, nor use any Special Weapons or other powers not available to you in your alt-mode. Fuelon duplicates cannot be healed by any means, and are immune to mind-affecting abilities, being essentially mindless.

You command your fuelon armada as a group as a move-equivalent mental action each round, issuing basically the same command to the entire group. For example, you can order the entire group to travel to a specific place, or to attack (though individuals may attack individual targets), or perform similar tasks. If your fuelon armada uses an ability that both requires Fuelon and is usable in alt-mode, you only pay the Fuelon cost once, regardless of how many duplicates remain in your fuelon armada.

You summon one duplicate per caster level (maximum 20). Each round your armada remains in existence, regardless of how many members this group has, you pay one Fuelon to maintain the armada. Your armada can move up to the listed range from you-fuelon duplicates that move beyond this limit wink out and are destroyed.

Fuelon Charge

School evocation **Level** cleric 2

Casting Time one standard action

Components V, S, Racial (Battlechanger)

Range touch

Duration instant

Saving Throw WILL negates (harmless)

Spell Resistance Yes (harmless)

A touch from a robotic hand restores a Battlechanger's exhausted Fuelon supply. Your touch restores 1 point of Fuelon plus 1 point for every two character levels (maximum 10 Fuelon). This spell has no effect if cast upon a non-Battlechanger.

Fuelon Charge, Lesser

School evocation **Level** cleric 1

This spell functions identically to *Fuelon Charge*, save that only functions on a Battlechanger reduced to 0 Fuelon, and only restores a single point of Fuelon.

Fuelon Charge, Mass

School evocation **Level** cleric 5

Range close (25 ft + 5 ft/level)

This spell functions identically to *Fuelon Charge*, save that it affects one Battlechanger per level, no two of which can be more than 30 ft apart.

Fuelon Explosion

School evocation **Level** alchemist 3, sorc/wiz 3

Casting Time one standard action

Components V, S, racial (Battlechanger)

Range medium (100 ft + 10 ft/level)

Duration instant

Saving Throw FORT half **Spell Resistance** Yes

You cause the Fuelon within a Battlechanger's systems to reach critical mass, potentially destroying the robot from within! The target Battlechanger suffers 1d6 points of energy damage per point of Fuelon in its Fuelon Reserve (maximum 15d6); after the explosion, the robot, if it survives is left with only a single point

of Fuelon in its reserve. This spell is not subject to any specific energy resistance or immunity. This spell cannot affect Gestalts, nor does it have any effect if cast on a non-Battlechanger.

Fuelon Explosion, Greater

School evocation **Level** alchemist 6, sorc/wiz 6

This spell functions as *Fuelon Explosion*, save that the spellcaster can cast it in one of two modes. In the first mode, the *Greater Fuelon Explosion* may affect a number of targets equal to the caster's level, no two of which can be more than 30 ft apart. In the second mode, this spell gains the ability to affect Gestalts, in which case there is no cap on the damage inflicted.

Function Reformatting

School transmutation **Level** alchemist 6

Casting Time one hour

Components V, S, racial (Battlechanger), M (Fuelon crystals and radioactives worth at least 10,000 gp)

Range touch

Duration instant

Saving Throw FORT Negates **Spell Resistance** Yes

This lengthy ritual is viewed with religious reverence by Battlechangers, as it fundamentally alters the form and function of a willing Battlechanger. Once the ritual is complete, the Battlechanger subject loses its original alt-mode and gains a new one of its choosing. The robot's form changes dramatically to reflect its new capabilities, but is still somewhat recognizable as the same creature.

If the subject has feats or traits restricted to a particular alt-mode it no longer possesses, the subject loses those abilities. The subject Battlechanger may choose new feats and traits it does qualify for. If the subject is a Triple- or Multi-Changer, it may alter some or all of its modes with this spell, at its option.

Great Downsizing

School transmutation **Level** druid 5

Casting Time one minute

Components V, S, M (completely mapped genome of an organic species, worth 5,000 gp), DF

Range touch

Duration instant

Saving Throw FORT negates **Spell Resistance** Yes

This spell makes Battlechangers more like the organic, humanoid races that dominate the galaxy. Many Freegear techno-druids believe that all members of their race should undergo this evolutionary transformation, to make the race as a whole more fuel-efficient, and somewhat more humble.

When this short ritual ends, the target Battlechanger's robot mode size is reduced by one step (Large to Medium, for example) and their proportions become more human-like. The Battlechanger gains the Micro-Tech feat and the Techno-Organic racial trait.

Hardlight Avatar

School illusion (figment) **Level** bard 2

Casting Time one standard action

Components V, S, racial (Battlechanger)

Range personal; 1 mile plus ½ mile per level

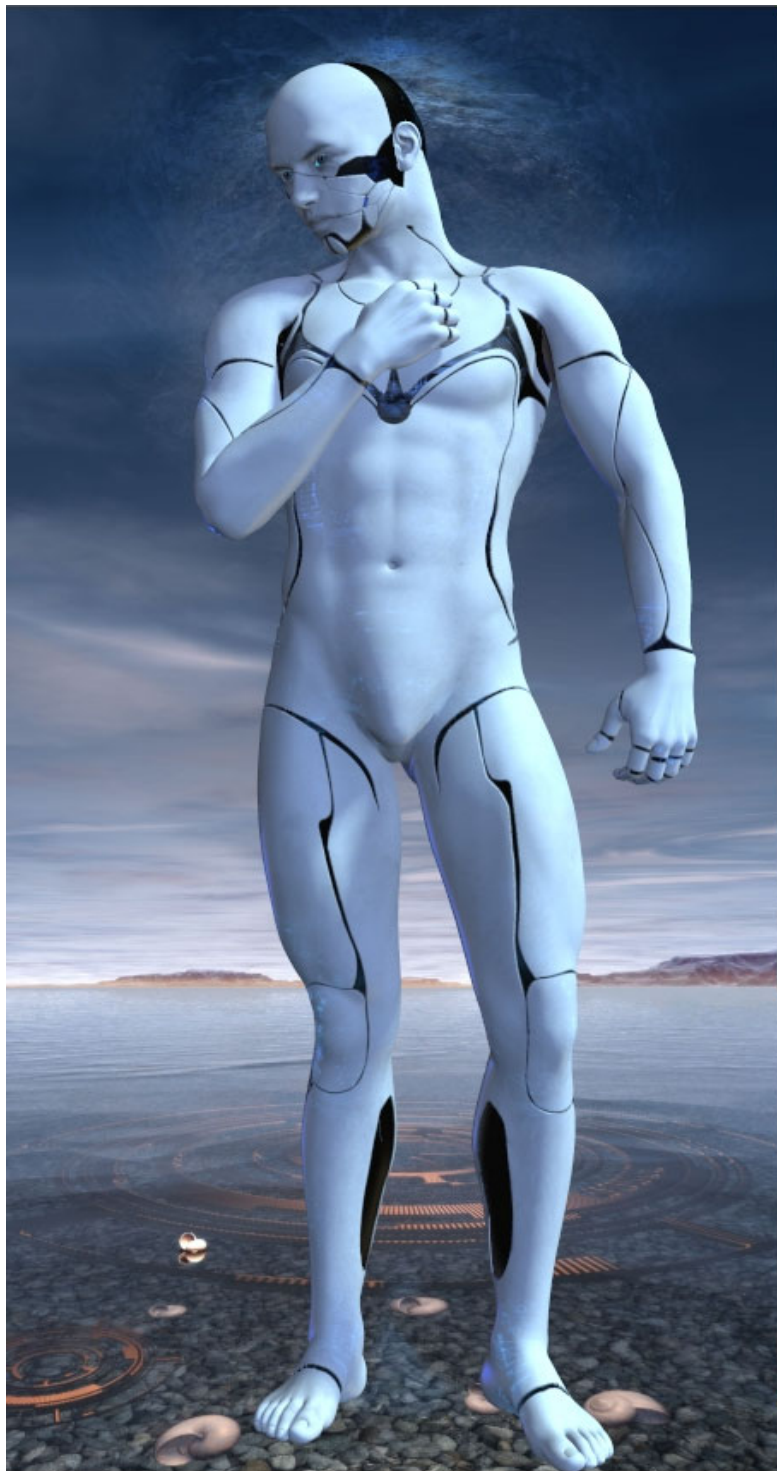
Duration 1 hour/level (D)

Saving Throw None **Spell Resistance** No

You can project a semi-solid hologram resembling a Medium sized biped of any species of your choosing. This avatar's appearance reflects your Battlechanger form, typically wearing clothing with similar colors and patterns to your hull deco, and having features indicative of your personality.

You can experience visual and auditory sensations through your Hardlight Avatar, as well as touch objects (though the sensation of touch is muted in this form), and this avatar can range up to the listed maximum range from your Battlechanger form. While perceiving through your avatar, your true form is helpless and effectively unconscious.

Your avatar is a Medium creature, with 10 in STR, CON and DEX and effectively a +0 saving throw modifier on all saves. It has your mental ability scores and can perform skills at your rank, subject to the limits of its ability scores. The avatar shares your sensory capabilities, including your Darkvision and ability to perceive electronic signals. The spell immediately ends if either you or the avatar takes damage, or if the avatar makes a successful attack.



Mauling Faceplate

School transmutation (chaos) **Level** witch 3

Casting Time one standard action

Components V, S, racial (Battlechanger)

Range close (25 ft + 5 ft/level)

Duration 1 round/level (D)

Saving Throw FORT half (see text) **Spell Resistance** No

With a crackle of arcane energy, you unhook your face plate, which transforms into a torture device whose inner surface is lined with horrific needles and hooks, leaving the inner workings of your mechanical skull exposed. The mauling faceplate flies from your hand towards your victim.

Each round, the victim suffers 1d8+ your CHA modifier points of piercing damage, and is considered *nauseated*. A successful FORT Save halves the damage and reduces the condition to merely *shaken*. While your faceplate is detached in this manner, you automatically fail CHA-based skill checks, save for Intimidate.

Mechamorphic Adaptation

School transmutation (polymorph) **Level** alchemist 3, witch 3

Casting Time one standard action

Components V, S, Racial (Battlechanger)

Range personal

Duration 1 round/level

Saving Throw None **Spell Resistance** No

This spell changes your mechanical body in imitation of another Battlechanger's form. You select a single Battlechanger, who must be within 30 ft of you. For the duration of the spell, you gain that Battlechanger's alt-mode(s), special weapons, armor and gadgets, all of which replace your own. You assume a form similar to the target Battlechanger's robot mode chassis, but retain your own coloration and facial details. You may dismiss this spell to regain your own racial capabilities.

Powerlink Bio-Implants

School transmutation **Level** alchemist 5

Casting Time one hour

Components V, S, M (Fuelon crystals and radioactives worth 5,000 gp)

Range touch

Duration instant

Saving Throw FORT negates **Spell Resistance** Yes

By touching a willing humanoid or monstrous humanoid of a non-Battlechanger race, you permanently transmute several of the touched creatures organs and

internal systems into bio-mechanical analogues. At the completion of the ritual, the touched creature gains either *Powerlink Engine Module* or *Powerlink Head Module* as a bonus feat, as if they were themselves a Battlechanger. From this point on, they can transform into a robotic head or engine-module form, and initiate a power-link

Transmetalization

School abjuration **Level** alchemist 2, cleric 2

Casting Time one standard action

Components V, S, Racial (Battlechanger)

Range touch

Duration 1 minute/level (D)

Saving Throw WILL Negates (harmless) **Spell Resistance** Yes (harmless)

The touched Battlechanger's hull becomes a superdense metal that sparkles brightly in the light. For the spell's duration, the Battlechanger becomes immune to Ballistic damage and Force damage. This spell has no effect if cast upon non-metallic creatures, though it can affect metallic creatures beyond Battlechangers.

Transmetalization. Mass

School abjuration **Level** alchemist 5, cleric 5

Range close (25 ft + 5 ft/level)

This spell functions identically to *Transmetalization*, save that it affects one Battlechanger per level, no two of which may be more than 30 ft apart.

Triple Form

School transmutation **Level** alchemist 4, sorc/wiz 4

Casting Time one standard action

Components V, S, M (a Fuelon crystal worth 1,000 gp)

Range close (25 ft + 5 ft/level)

Duration 1 hour/level (D)

Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)

Your arcane energies reconfigure the recipient's transformation engine. For the spell's duration, the recipient may choose an additional alt-mode and use this new alt-mode at will, as if the recipient were a Triple- or Multi-changer.

MINI-BESTIARY

The following are a handful of Battlechanger NPCs useful to most campaigns, as well as a handful of related creatures. Many more Battlechanger characters, including iconic heroes and villains from the original non-D20 *Battlechangers Quick Play RPG* and new Battlechangers specially built for Otherverse America's signature campaign settings, will be found in the upcoming *Battlechangers: Multiverse*, due out sometime in mid-summer 2015.

- **Courier, Brave Little Freegear Scout** – CR ½ - Small CG Monstrous Humanoid (Battlechanger) Rogue 1 – Bold little thief made good
- **Dino-Berserker** – CR 7 – Huge CN or CE Monstrous Humanoid (Battlechanger) Barbarian 8 – savage Battlechanger that transforms into the king of dinosaurs
- **Freegear Rebel** – CR 7 – Large NG Monstrous Humanoid (Battlechanger) Fighter 8 – heroic Freegear brawler and troop carrier
- **“Generic-Kron” Trooper** – CR 4 – Large LE Monstrous Humanoid (Battlechanger) Warrior 6 – faceless infantry troops of the Tyrakron Empire
- **Junker Mercenary** – CR 2 – Medium CN Monstrous Humanoid (Battlechanger) Wilder 3- opportunistic scavenger from a race of junk-bots
- **Meteorite Creature, Ape** – CR 5 – Large N Magical Beast (Battlechanger, Earth) – stonesskinned ape native to asteroid belts throughout the Steel Sector
- **Meteorite Creature, Elephant** – CR 10 – Huge N Magical Beast (Battlechanger, Earth) – stonesskinned elephant native to asteroid belts throughout the Steel Sector
- **Steel Hawk** – CR 1 – Small N Magical Beast (Battlechanger) – Technysian hunting bird able to shift into a laser pistol alt-mode
- **Tyrakron Hunter-Killer** – CR 9 – Huge LE Monstrous Humanoid (Battlechanger) Anti Paladin 10 – professional warrior that dominates the skies on behalf of the Tyrakron Empire

COURIER, BRAVE LITTLE FREEGEAR SCOUT - CR ½

Small CG Monstrous Humanoid (Battlechanger)
Rogue 1
XP 400

Init +4 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +5

Languages English, Spanish, Tech-FG, Tech-TY

Defense

AC 17

Touch 15

Flatfooted

13 (+1

size, +4

DEX, +2

natural)

HP 1d8 hp (8 HP)

FORT +0 **REF** +6

WILL +1

Immune Suffocation,
Vacuum

Weaknesses Cybernetic
Security Risk -1

Offense

Spd 20 ft

Melee +4 slam (1d6-1

slam, 20/x2) or +6 scorpion
whip (1d3-1 slashing, 19-
20/x2)

Sneak Attack +1d6

Special Qualities Freeze (alt-
mode only), No Breath,
Trapfinding, Unhealing

Spell-Like Abilities (CL 1st
Concentration +3)

At Will – *Expeditious Retreat*
(costs 1 Fuelon/usage) (bicycle
form only)

- *Invisibility* (costs 2 Fuelon/usage)

Statistics

Str 8 **Dex** 19 **Con** 11 **Int** 15 **Wis** 13 **Cha** 12

Base Atk +0 **CMB** -1 **CMD** 13

Feats Skill Focus (sleight of hand), Weapon Finesse
Skills Acrobatics +7, Appraise +6, Bluff +5, Climb +3,
Disable Device +6, Escape Artist +7, Knowledge
(local) +6, Perception +5,
Sleight of Hand +10, Stealth +7

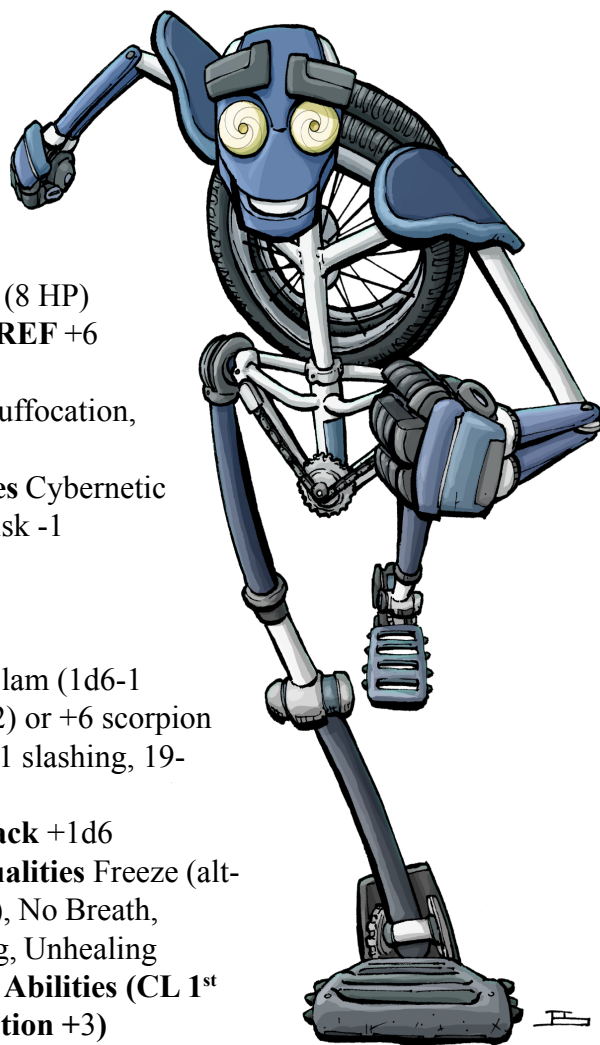
Gear backpack, thieves tools

Cybernetics

Headware – Onboard Computer

Shannix Budget

Efficient Systems (1), Feat Programming (Skill Focus:
sleight of hand) (2), Fuelon Regenerator (2), Spell-
Like Technology (invisibility) (4) Special Weapon (+1
keen scorpion whip) (2)



Ecology

Environment any urban

Organization solitary or accompanying several more powerful Freegear allies as a sidekick

Treasure standard (including gear)

Special Abilities

Driver Simulacrum (EX)

When Courier assumes his bicycle alt-mode a holographic driver, whose appearance he can customize at will, appears on the seat. He can use the Freeze racial quality while in motion in his alt-mode. His alt-mode is very common, providing a +10 bonus on Disguise checks made in urban environments.

Fuelon Reserve (EX)

Courier has 10 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)

Courier's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to him size. Her lifting, carrying and dragging limits are five times greater than a humanoid creature of his size. His maximum load is 400 lbs.

Alt-Mode

Courier shifts from a spindly robot mode to an equally petite vehicular form, a blue and white ten speed mountain bike with fat tires. Courier can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Small Gadget (Bicycle)

Armor Class (stripped armor disadvantage)

Spd 40 ft (or twice the rider's maximum land speed)

Maximum Load 400 lbs

In bicycle form, Courier gains access to the following spell-like ability.

Spell-Like Abilities (CL 1st Concentration +3)

At Will – *Expeditious Retreat* (costs 1 Fuelon/usage)

Nature

Courier is the heart and soul of the Freegear. Rescued by the rebellion's founder before he became a Major, the little 'bot was the first and most ardent convert to the cause. Formerly a down and out pick-pocket stealing Fuelon on Tronis VI, today Courier is a dependable and levelheaded Freegear soldier. Able to slip in places other Freegear could never enter, Courier

has been responsible for most of the rebellion's intelligence victories. Of course, Courier remains humble, still thinking of himself as just a 'thief made good.'

Courier's alt-mode is as humble as he is. He transforms into a blue and white Schwinn ten speed mountain bike. His robot mode is barely child-sized, and spindly, resembling a friendly robotic skeleton. His hands and feet are outsized, and his bug-like eyes are big, friendly and as perceptive as they are trusting. Despite the fact he only weighs about 50 lbs in robot form, Courier is surprisingly tough, and has no fear of confronting bigger, tougher robots.

DINO-BERSERKER - CR 7

Huge CN or CE Monstrous Humanoid (Battlechanger) Barbarian 8

XP 3,200

Init +1 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +8

Languages Tech-SV or Tech-TY

Defense

AC 21 **Touch** 9 **Flatfooted** 20 (-2 size, +1 DEX, +12 natural)

HP 8d12 + 48 hp (94 HP)

FORT +11 **REF** +3 **WILL** +3

Defensive Abilities Improved Uncanny Dodge, Trap Sense +2

Immune Suffocation, Vacuum

Weaknesses Cybernetic Security Risk -1

Offense

Spd 50 ft

Reach 15 ft

Melee +14 slam (2d8+8 bludgeoning, 20/x2) or +16/+11 flaming burst great axe (2d8+8 slashing plus 1d6 fire, 20/x3)

Special Qualities No Breath, Unhealing

Statistics

Str 26 **Dex** 13 **Con** 20 **Int** 7 **Wis** 12 **Cha** 10

Base Atk +8 **CMB** +18 **CMD** 29

Feats Cleave, Great Cleave, Power Attack, Toughness

Skills Climb +15, Perception +8, Survival +8, Swim +15



Rage (EX)

The Dino-Berserker can rage for up to 23 rounds per day.

While raging the Dino-Berserker gains a +4 morale bonus to STR and CON as well as a +2 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (16 hp), but these disappear when the rage ends and are not lost first like temporary HP. The Dino-Berserker cannot use any CHA DEX or INT based skill checks, except

for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

The Dino-Berserker can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

While raging, the Dino-Berserker has access to the following special powers.

Clear Mind (EX): Once per rage, the Dino-Berserker can reroll a failed WILL Save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The Dino-Berserker must take the second result even if it is worse.

Powerful Blow (EX): Once per rage, the Dino-Berserker gains a +3 bonus on a single damage roll. This power is used as a swift action before the attack roll is made.

Cybernetics

Headware – Onboard Computer

Shannix Budget

Feat Programming (Great Cleave, Improved Sunder) (4 total), Special Weapon (+2 *flaming burst great axe*) (4)

Ecology

Environment any land

Organization usually solitary or tribe (1d4+2)

Treasure incidental (including gear)

Special Abilities

Fuelon Reserve (EX)

The Dino-Berserker has 4 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)

The Dino-Berserker's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are 100 times greater than a humanoid creature of his size. His maximum load is 92,000 lbs.

Roused Anger (EX): The Dino-Berserker can enter a rage even if fatigued. When raging after using this ability, the Dino-Berserker becomes immune to the fatigued condition. Once this rage ends, the Dino-Berserker is exhausted for ten minutes per round spent raging.

Strength Surge (EX): Once per rage, the Dino-Berserker adds his barbarian level (+8) to one STR check or combat maneuver check, or to his CMD when an opponent attempts a maneuver against him. This power is used as an immediate action.

Changes to the Dino-Berserker's Statblock While Raging

AC 19 Touch 7 Flatfooted 18 (-2 size, +1 DEX, +12 natural, -2 rage effects)

HP 8d12 + 64 hp (110 HP)

FORT +13 REF +3 WILL +5

Melee +16 slam (2d8+10 bludgeoning, 20/x2) or +18/+13 flaming burst great axe (2d8+10 slashing plus 1d6 fire, 20/x3)

CMB +20 CMD 31

Skills Climb +17, Swim +17

Primitive Alt-Mode

The Dino-Berserker assumes the earthshaking form of a purple chrome tyrannosaurus rex. A burning fusion engine in the dinosaur's gullet gives it ferocious reserves of power, and glows a dull orange. The Dino-Berserker can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Primitive (Huge Tyrannosaurus)

Armor Class 23 (+2 natural)

Spd 50 ft

Gains Scent

Maximum Load 92,000

In Tyrannosaurus form, the Dino-Berserker gains a powerful bite ability, allowing him to add double his STR modifier to damage with his bite attack.

Additional Melee Attack

+12 bite (4d6+16 piercing, 20/x2 plus grab)

Nature

The Dino-Berserker is a dimwitted, thuggish Battlechanger savage from some long lost colony. This savage warrior cares very little for the ongoing war

between Tyrakron and Freegear, only that he's got a tribe of lesser saurians to dominate, the frightened respect of outsider Battlechangers and an untapped Fuelon spring to drink from. Such primitives might be flattered, intimidated, bribed or otherwise coerced into service with one of the major factions.

In robot mode, the Dino-Berserker is a topheavy goliath of purple and black steel. His pendulous belly glows with fusion energy, and his robotic lips are locked into a perpetual scowl. He snarls with grim, inarticulate rage and carries a burning axe that can melt a weaker robot to slag.

FREEGEAR REBEL - CR 7

Large NG Monstrous Humanoid (Battlechanger)

Fighter 8

XP 3,200

Init +5 Senses Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +12

Languages English or one other Earth language of choice, Tech-FG

Defense

AC 21 Touch 10 Flatfooted 21 (-1 size, +1 DEX, +11 natural)

HP 8d10 + 24 hp (71 HP)

FORT +8 REF +5 WILL +2

Defensive Abilities Bravery +2

Immune Suffocation, Vacuum

Weaknesses Cybernetic Security Risk -1

Offense

Spd 40 ft

Reach 10 ft

Melee +12/+7 slam (1d10+5 bludgeoning, 20/x2) or +15/+10 thundering heavy mace (1d10+6 bludgeoning plus 1d8 sonic, 20/x2)

Ranged +9/+2 advanced SMG (2d6 ballistic, 20/x2, 50 ft range increment, full auto, 20 box)

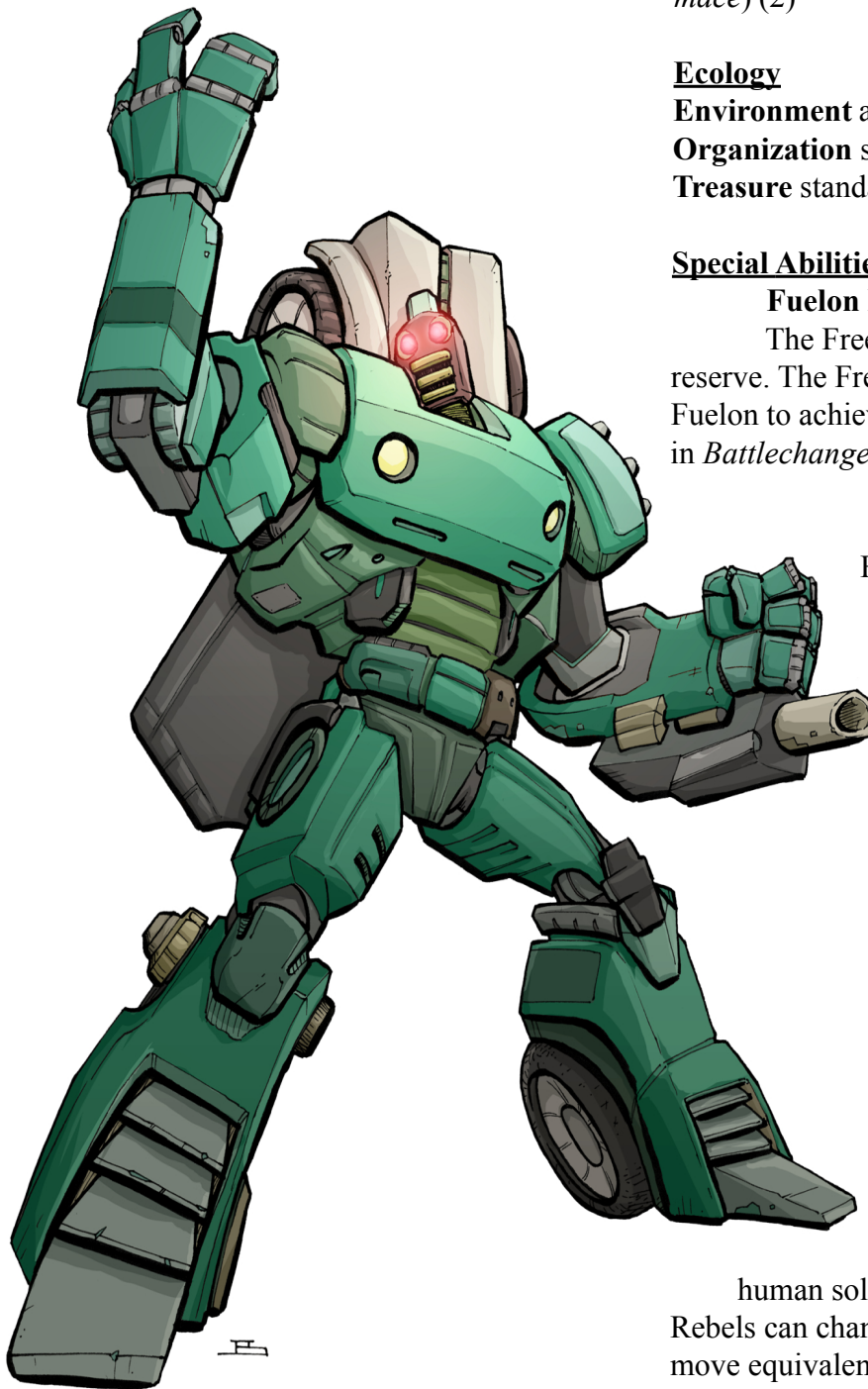
Special Qualities Freeze (in alt-mode only), No Breath, Unhealing, Weapon Training (hammers)

Statistics

Str 21 Dex 12 Con 15 Int 11 Wis 12 Cha 11

Base Atk +8 CMB +14 CMD 25

Feats Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Passenger



(+3 armor) (3), Special Weapon (+1 *thundering heavy mace*) (2)

Ecology

Environment any

Organization solitary, buddies (2-3) or squad (1d4+2)

Treasure standard (including gear)

Special Abilities

Fuelon Reserve (EX)

The Freegear Rebel has 8 points in his Fuelon reserve. The Freegear Rebel can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)

Freegear Rebels' pneumatics and artificial musculature allows them to haul enormous weights, out of proportion to their size. Their lifting, carrying and dragging limits are twenty times greater than a humanoid creature of their size. A Freegear Rebel's maximum load is 9,200 lbs.

Alt-Mode

This particular Freegear Rebel wears a particularly common alt-mode among his caste and chassis styling. His heavily armored alt-mode is a six wheeled armored personnel carrier, equally adept at hauling smaller Battlechangers or brave

human soldiers into frontline combat. Freegear Rebels can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Huge Ground Defender

Armor Class 29

Damage Reduction 10/-

Spd 150 ft

Maximum Load 9,200 lbs

Thanks to his Passenger Hauler feat, the Freegear Rebel can carry up to six Large or more proportionately smaller passengers in alt-mode, without these passengers counting against his encumbrance.

Hauler, Power Attack, Toughness, Weapon Focus (heavy mace)

Skills Craft (mechanical) +11, Perception +12

Gear +1 advanced SMG, 6x spare clips, mwk. mechanical kit

Cybernetics

Headware – Onboard Computer

Shannix Budget

Damage Reduction x2 (2), Extra Fuelon (1), Feat Programming (Passenger Hauler) (2), Special Armor

Nature

Like many of his comrades, the Freegear Rebel is fascinated with some aspect of life on Earth: its music, its forests, its clever natives or its stunning rock formations, perhaps. The Freegear Rebel is a competent and trust worthy soldier, committed to the Freegear ideal of freedom for all sentient beings.

While the Freegear rebellion comes in all colors, configurations and alt-modes, heavy and durable mechs from the bulk of their frontline troops. These burly bots take the hits that smaller mechanoids couldn't survive and hit back hard with high tech maces that fold out of their vehicle mode crash bumpers. This particular Freegear Rebel assumes a six wheeled armored personnel carrier alt-mode, which suits his supportive, business-like personality and team-centric way of fighting.

"GENERIC-KRON" **TROOPER - CR 4**

Large LE Monstrous Humanoid (Battlechanger)

Warrior 6

XP 1,200

Init +3 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +9

Language Tech-TY

Defense

AC 20 **Touch** 12 **Flatfooted** 17 (-1 size, +3 DEX, +8 armor)

HP 6d10 + 6 hp (39 HP)

FORT +6 **REF** +5 **WILL** +2

Immune Suffocation, Vacuum

Weaknesses Cybernetic Security Risk -1

Offense

Spd 40 ft

Reach 10 ft

Melee + 9/+4(1d10+3 bludgeoning, 20/x2) or +10/+5 mwk. longsword (1d10+4 slashing, 19-20/x2)

Ranged +11/+6 mwk. pulse rifle (2d6+1 force, 20/x3, 100 ft range increment, semi auto, 40 cell)

Special Qualities Freeze (in alt-mode), No Breath, Unhealing

Statistics

Str 16 **Dex** 16 **Con** 12 **Int** 8 **Wis** 10 **Cha** 8

Base Atk +6 **CMB** +10 **CMD** 23

Feats Deadly Aim, Weapon Focus (pulse rifle)

Skills Perception +9

Gear mwk. longsword, mwk. pulse rifle, 2x spare cells

Cybernetics

Headware – Onboard Computer

Shannix Budget

Extra Fuelon Reserve x2 (2), Superior Attribute: STR x4 (4), Superior Attribute: DEX x4 (4)

Ecology

Environment any

Organization solitary, pair, gang (3-5) or platoon (8-12) often commanded by a higher ranking Tyrakron officer

Treasure incidental (including gear)

Special Abilities

Fuelon Reserve (EX)

"Generic-Kron" Troopers have 10 points in their Fuelon reserve. They can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)

A "Generic-Kron" Trooper's pneumatics and artificial musculature allows them to haul enormous weights, out of



proportion to their size. Their lifting, carrying and dragging limits are 20 times greater than a humanoid creature of their size. Their maximum load is 4,600 lbs.

Alt-Mode

“Generic-Kron” Troopers can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity. “Generic-Kron” Troopers usually assume one of three standardized alt-modes. Statistics for each are given below.

Troopers of this classification become intimidating, dark luxury sedans with blade-like lines and an aggressive style.

Classification Large Ground Speedster

Armor Class 18

Spd 1,000 ft

Gains Superspeed Engine (alt-mode only)

Maximum Load 1,150 lbs

Troopers of this classification become bulky super-duty dark pickup trucks. Their blades become cattle catchers and brush guards bolted to the snarling engine compartment.

Classification Huge Ground Worker

Armor Class 25

Spd 100 ft

Maximum Load 23,000 lbs

Replace this robot’s *masterwork longsword* with a +2 *keen longsword*.

Troopers of this classification become dark armored vans. Their dense, squared off armor in vehicle form provides them with superior armor and a tac-shield in robot mode.

Classification Huge Ground Defender

Armor Class 33

Spd 150ft

Maximum Load 4,600 lbs

The robot is treated as having +1 *natural armor* and a +2 *tactical shield*. This robot’s armor class in robot mode is 26 (-1 size, +3 DEX, +9 armor +5 shield).

Nature

The Freegear refer to the faceless, barely sentient, mass produced Tyrakron ground infantry as “Generic-Krons”. The Tyrakron Empire can field endless legions of these competent, but

undistinguished troopers. Such mechanical warriors are made to order in vast womb-factories that are considered ultra-maximum security Tyrakron assets.

In robot mode, “Generic-Kron” troopers have a basically humanoid body plan, colored in dark violet and ebony hues. These standard-issue chassis provide little clue to their true alt-mode, as most vehicular components fold inside their robot-mode superstructure when they transform.

JUNKER MERCENARY

- CR 2

Medium CN Monstrous Humanoid (Battlechanger)

Wilder 3

XP 600

Init +6 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +3

Languages Alko, English or other Earth language of choice, Tech-EM, Tech-FG

Defense

AC 17 **Touch** 13 **Flatfooted** 14 (+ 2 DEX, +1 dodge, +4 natural)

HP 3d8 + 3 hp (20 HP)

FORT +2 **REF** +3 **WILL** +3

Immune Acid, rust effects, Suffocation, Vacuum

Resist Fire 10

Weaknesses Cybernetic Security Risk -1

Offense

Spd 30 ft

Melee +3 slam (1d8+1 bludgeoning, 20/x2) or +5 keen, returning throwing axe (1d6+1 slashing, 19-20/x2)

Ranged +5 keen, returning throwing axe (1d6+1 slashing, 19-20/x2, 10 ft range increment)

Attack Options

Special Attacks +4 ranged touch Surge Blast (2d6 force, 20/x2, 30 ft max range)

Special Qualities Elude Attack, No Breath, Psychic Enervation, Unhealing, Wild Surge +2

Psionics (ML 3rd **Concentration** +6)

Power Point Reserve 19

1st –Energy Ray, Force Screen

Zero (talent) – Telepathic Lash (W-DC 13)



Force Screen is already accounted for in statblock

Statistics

Str 13 **Dex** 15 **Con** 13 **Int** 9 **Wis** 9 **Cha** 16

Base Atk +2 **CMB** +3 **CMD** 14

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (throwing axe)

Skills Acrobatics +8, Appraise +2, Craft (mechanical) +4, Escape Artist +8, Perception +3

Gear mwk. mechanical kit, 3x potions of cure light wounds, djore of energy ray (4d6 charges remaining)

Cybernetics

Headware – Onboard Computer

Shannix Budget

Chem Proof (1), Efficient Systems (1), Energy Shielding (fire) (1), Feat Programming (Combat Reflexes, Mobility, Weapon Focus) (4 total), Fuelon Regenerator (2), Special Weapon (+1 keen, returning throwing axe) (3)

Ecology

Environment any urban or ruins

Organization gang (2-6)

Treasure incidental

Special Abilities

Chem Proof (EX)

The Junker Mercenary's hull may look rusted, but weather has done all the damage to her it ever will. She is immune to rust effects and Acid damage.

Free Surge (SU)

If the Junker Mercenary is overcome by psychic enervation, she is dazed until the end of her next turn and loses a number of power points equal to her manifester level (3 power points).

Fuelon Reserve (EX)

The Junker Mercenary has 8 points in her Fuelon reserve. She can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)

The Junker Mercenary's pneumatics and artificial musculature allows her to haul enormous weights, out of proportion to her size. Her lifting, carrying and dragging limits are ten times greater than

a humanoid creature of her size. Her maximum load is 1,500 lbs.

Alt-Mode

The Junker Mercenary transforms into a poorly maintained, supercharged Harley Davidson cruiser with especially heavy duty tires for off roading. Her rusting fenders and scratched, pitted and road-scarred gas tank are painted with flames that used to be bright red and gold, now sun-faded to orange and maroon and smeared with mud and grime.

The Junker Mercenary can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Medium Ground Speeder

Armor Class 15

Spd 1,000 ft

Maximum Load 375 lbs

Gains Super Speed Engine, usable in alt-mode only

The Junker Mercenary's *off road tires* allow her to ignore the effects of difficult terrain when moving in her alt-mode.

Nature

The Junker Mercenary is a prototypical Scavenger, a shifty and opportunistic mecha who always looks out for number one. She usually hides until all the shooting is done, and then scavenges (big surprise!) the battlefield looking for repairable mecha-organs or abandoned weapons, which she will gladly sell to either side looking for bargain basement gear and not too picky about where it comes from. Her robot form is as badly maintained as her vehicle alt-mode. Repair and mechanical hygiene aren't high on her list of priorities.

Her robotic chassis has a vaguely feminine shape, with her tires incorporated into her mechanical calves and feet. A spray of rubber hoses and fuel tubing forms a long mass of dreadlock-esque 'hair' in her robot form. She carries an absolutely ferocious hand-axe formed from her front brake assembly and wields it with surprising style and aplomb. When she's not bartering for parts, she talks in a sing-songy mish mash of scrambled radio signals, long forgotten commercials and other schizophrenic emphera. Half of this is genuinely insanity, half is a calculated scheme to keep her customers off balance.



METEORITE CREATURE.

APE - CR 5

Large N Magical Beast (Battlechanger, Earth)

XP 1,600

Init +4 **Senses** Darkvision 60 ft, Perception +8

Defense

AC 20 **Touch** 13 **Flatfooted** 16 (-1 size, +4 DEX, +7 natural)

HP 3d8+9 hp (21 HP)

FORT +9 **REF** +7 **WILL** +2

Immune Bludgeoning, Fire, Suffocation, Vacuum

Offense

Spd 40 ft **Climb** 30 ft **Flight** 80 ft (good)

Melee two +4 slams (1d6+3 bludgeoning, 20/x2)

Special Attacks Flaming Charge

Special Qualities No Breath, Starflight

Statistics

Str 17 **Dex** 19 **Con** 18 **Int** 2 **Wis** 12 **Cha** 7

Base Atk +2 **CMB** +6 **CMD** 19

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +8, Fly +11, Climb +15, Perception +8

Ecology

Environment warm forests or space

Organization solitary, pair or troop (3-12)

Treasure incidental

Special Abilities

Flaming Charge (SU)

Meteorite Creatures add an additional +2d4 points of fire damage and an additional +1d6 points of bludgeoning damage to any successful melee attack made after a charge.

Nature

This gorilla-like beast is hewn from rough, jagged black and grey stone. Its knuckles are studded with jagged clumps of dark, flawed rubies, and a similar trail of rubies runs down its hunched spine. Meteorite Apes are brutally and territorial in the extreme, and prone to destructive rages.

METEORITE CREATURE. **ELEPHANT - CR 10**

Huge N Magical Beast (Battlechanger, Earth)

XP 9,600

Init +2 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +21

Defense

AC 23 **Tough** 10 **Flatfooted** 21 (-2 size, +2 DEX, +13 natural)

HP 11d8 + 44 hp (93 HP)

FORT +15 **REF** +9 **WILL** +6

Immune Bludgeoning, Fire, Suffocation, Vacuum

Offense

Spd 50 ft Flight 100 ft (good)

Melee gore +16 (2d8+10 piercing, 20/x2) and +16 slam (2d6+10 bludgeoning, 20/x2)

Special Attacks Flaming Charge, Trample (2d8+15 bludgeoning; DC 25)

Special Qualities No Breath, Starflight

Statistics

Str 32 **Dex** 14 **Con** 23 **Int** 2 **Wis** 13 **Cha** 7

Base Atk +8 **CMB** +21 (+23 bull rush) **CMD** +33 (37 vs trip)

Feats Endurance, Great Fortitude, Improved Bull Rush, Improved Iron Will, Power Attack, Skill Focus (Perception)

Skills Fly +10, Perception +21

Ecology

Environment warm plains or space

Organization solitary or herd (6-30)

Treasure incidental

Special Abilities

Flaming Charge (SU)

Meteorite Creatures add an additional +2d4 points of fire damage and an additional +1d6 points of bludgeoning damage to any successful melee attack made after a charge.

Nature

Resembling an elephant carved from dun-brown stone, this enormous creature has a hard, pebbly shell of black rock. The stone elephant's tusks are twisted, gnarled iron that looks like they have been melted and cooled multiple times, and its trunk is articulated granite. Meteorite Elephants fight primarily to defend themselves or their herds, and will engage in non-lethal threat displays to drive off interlopers if possible.

THE METEORITE **CREATURE TEMPLATE**

Meteorite Creatures are born in the depths the Steel Sectors myriad asteroid belts and orbital debris fields. These creatures are perfectly adapted for life in the void, but prefer to hunt planet-side, where their natural abilities allow them to become dangerous apex predators.

Meteorite Creatures resemble heavy stone sculptures or golems made in the image of the base creature. Like the Battlechangers whose bio-mech ecosystems they share, they are capable of metamorphosis. These stony creatures can contort themselves into an ovoid or spherical form, and in this form they can slam into adversaries with the force of a

cannonball. They also adopt this meteorite form when traveling through deep space, using internal plasma jets to achieve incredible speeds.

- **Challenge Rating** Increase by +3
- **Available To** This inherited template may be added to any Animal without a base Flight speed.
- **Creature Type** The base creature's type changes to Magical Beast, and the creature gains the Battlechangers and Earth subtypes. Do not recalculate the creature's derived statistics.
- **Speed Meteorite** Creatures gain a Flight speed equal to twice their base landspeed (good). Increase the creature's base landspeed by 10 ft.
- **Senses Meteorite** Creatures gain Darkvision 60 ft.
- **Immunities** The Meteorite Creature becomes immune to Bludgeoning damage, Fire damage, Suffocation and Vacuum.
- **Standard Monster Abilities** The Meteorite Creature gains the No Breath and Starflight racial traits.
- **Skills** The Meteorite Creature gains a +8 racial bonus on Fly checks.

Flaming Charge (SU)

Meteorite Creatures add an additional +2d4 points of fire damage and an additional +1d6 points of bludgeoning damage to any successful melee attack made after a charge.



STEEL HAWK - CR 1

Small N Magical Beast (Battlechanger)

XP 400

Init Senses Darkvision 1,000 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +9

Languages Tech-TY

Defense

AC 19 **Touch** 15 **Flatfooted** 15 (+1 size, +1 dodge, +3 DEX, +4 natural)

HP 2d10 + 2 hp (13 HP)

FORT +4 **REF** +6 **WILL** +1

Immune Suffocation, Radiation

Offense

Spd 20 ft Flight 60 ft (good)

Melee two +3 talons (1d4 slashing, 19-20/x2)

Ranged +6 eye-lasers (2d6 fire, 20/x2, 50 ft range increment)

Special Qualities No Breath, Unhealing

Statistics

Str 10 **Dex** 17 **Con** 12 **Int** 4 **Wis** 12 **Cha** 5

Base Atk +2 **CMB** +1 **CMD** 14

Feats Dodge, Hover^B

Skills Fly +14, Perception +9, Stealth +9 (racial modifiers: +8 Fly, +4 Perception, +2 Stealth)

Ecology

Environment any

Organization solitary or mated pair (small chance of young)

Treasure incidental

Special Abilities

Best Attack (EX)

While wielded by an ally in its alt-mode, both the user and the Steel Hawk make a ranged attack roll and take the better result.

Fuelon Scavenger (EX)

As a full round action, the Steel Hawk can scavenge the remains of a Battlechanger slain within the previous 24 hours. Doing so allows it to recover 1d6 HP.

Alt-Mode

A Steel Hawk change from alt-mode to robotic raptor mode as a move equivalent action that never provokes attacks of opportunity. When in Alt-Mode, the Steel Hawk functions as a masterwork quality Spacer's Blaster.

The Steel Hawk uses parts compression and limited grav-manipulation to assume a pistol form. In this form, the Steel Hawk can instinctively resize itself to be wielded by creatures of any size.

Animal Companion Info

Battlechanger characters may choose a Steel Hawk as an animal companion, as may other mechanical races with gamemaster approval.

Fourth Level Advancements

- DEX +4
- Flight Speed improves to 80 ft (good)
- Alt-Mode is treated as a +1 *Spacer's Blaster*

Nature

Steel Hawks are a common predator on a dozen bio-mechanical worlds throughout the Steel Sector. Over millions of years the Battlechanger race has domesticated these fearsome, nearly silent chrome and titanium fliers. The avian's natural mechanical camouflage modes were meticulously bred to assume a unique utility form: a military pistol that uses the same lasing system evolved in the raptor's keen optics.

Battlechangers across the multiverse might be found with a beloved Steel Hawk partner perched atop one massive steel shoulder. These robotic avians are clever and efficient hunters, who feed on smaller bio-mechanoids. As with Earth's hunting birds, Steel Hawk bloodlines are highly specialized, and ownership of a raptor from an especially prestigious

bloodline is a mark of distinction. Domesticated Steel Hawks are usually given the names of great and terrible weapons.

TYRAKRON HUNTER- KILLER - CR 9

Huge LE Monstrous Humanoid (Battlechanger) Anti Paladin 10

(This character's alignment is a deliberate variance from the usual restriction that an Anti-Paladin must be CE.)

XP 6,400

Init +7 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2

Languages English or one other Earth language of choice, Infernal, Tech-TY

Aura Aura of Cowardice 10 ft (suppresses immunity to fear, all creatures take -4 on saves vs fear), Aura of Evil (10th level anti paladin)

Defense

AC 27 **Touch** 15 **Flatfooted** 20 (-2 size, +7 DEX, +12 natural)

HP 10d10 + 30 hp (90 HP)

Damage Reduction 5/-

FORT +14 **REF** +14 **WILL** +13

Immune Disease, Suffocation, Vacuum

Weaknesses Cybernetic Security Risk -1

Offense

Spd 40 ft

Reach 15 ft

Melee +12 slam (2d8+4 bludgeoning, 20/x2)

Ranged +16 military plasma rifle (2d12 fire, 19-20/x2, 45 ft range increment, semi auto, infinite ammo)

Special Attacks Smite Good (4x/day), Touch of Corruption +12 melee touch (10d6 damage plus target is either staggered, fatigued and exhausted (FORT DC 19 negates) usable 9x/day)

Special Qualities Fiendish Bond (weapon bond), No Breath, Plague Bringer, Unhealing, Unholy Resilience

Spellcasting (CL 7th Concentration +11)

3rd Level – Vampiric Touch

2nd Level – Eagle's Splendor, Invisibility

1st Level – Bane (W-DC 15), Command (W-DC 15), Doom (W-DC 15)

Spell-Like Abilities (CL 7th Concentration +11)



At Will – Detect Good

- Dimension Door (costs 1 fuelon/use)
- Touch of Fatigue

Statistics

Str 18 **Dex** 25 **Con** 17 **Int** 13 **Wis** 15 **Cha** 18

Base Atk +10 **CMB** +16 **CMD** 33

Feats Dark Matter Impregnation, Deadly Aim, Far Shot, Hunter-Killer Air Superiority

Skills Bluff +17, Intimidate +17, Stealth +13

Cybernetics

Headware – Onboard Computer

Shannix Budget

Extra Fuelon (1), Spell-Like Technology (*dimension door*) (2) Spell-Like Technology (*touch of fatigue*) (1), Starflight (1), Racer (1), Robot Mode Flight (2), Special Weapon (+2 *military plasma rifle of infinite ammo*)(3)

Ecology

Environment any land or sky

Organization solitary or triad

Treasure standard (including gear)

Special Abilities

Fuelon Reserve (EX)

The Tyrakron Hunter-Killer has 6 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Hunter-Killer Air Superiority (EX)

The Tyrakron Hunter-Killer receives a +1 bonus to ranged attack and damage rolls as well as Armor Class as long as both he and his target are airborne.

Massive Strength (EX)

The Tyrakron Hunter-Killer's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are 100 times greater than a humanoid creature of his size. His maximum load is 30,000 lbs.

Smite Good (SU)

As a swift action, the Tyrakron Hunter-Killer chooses one target within sight to smite. If this target is good, the Tyrakron Hunter-Killer adds his CHA modifier (+4) on his attack rolls and adds his antipaladin level (+10) on damage rolls made against the target of the smite. If the target is an outsider with the good subtype, a good aligned dragon or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to 20 points of damage. Regardless of the target, smite good attacks automatically bypass any Damage Reduction the creature may possess.

In addition, while the smite good is in effect, the Tyrakron Hunter-Killer gains a deflection bonus equal to his CHA modifier (+4) to his AC against attacks made by the target of his smite.

The smite good effect lasts until the target is slain or until the Tyrakron Hunter-Killer next rests. If the target is not good, this ability has no effect.

Alt-Mode

The Tyrakron Hunter-Killer's alt-mode is a futuristic fighter jet bristling with weapons and boasting incredible speed, not to mention limited star-

flight capabilities. Hunter-Killers take great pride in their sky-dominating alt-modes and though they follow a standard model in homage to the great war leaders of their faction, they make intricate customizations to their wings and control surfaces to show individuality and augment their flying abilities. The Tyrakron Hunter-Killer can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Huge Sky Fighter

Armor Class 29

Spd 1,250 ft

Maximum Load 30,000 lbs

Nature

Tyrakron Hunter-Killers are the elite of the star-spanning Tyrakron Empire, pitiless airborne warriors without compare. These warriors bear the distinctive body styling of their caste: a chest mounted cockpit made from gleaming armored glass mounted between powerful turbo-jets that form a vital component of their aircraft form's propulsion system.

Imperious and cruel, Tyrakron Hunter-Killers accompany members of the Empire's ruling and religious castes as special bodyguards, or take command of vast legion of "Generic-Kron" Troopers or junior grade Hunter-Killers. These tall, powerfully built Battlechangers carry themselves with obvious pride, showing infinite disdain for lesser mechanoids, utter hatred for Freegear traitors, and complete apathy towards pathetic fleshlings. They are strutting, pompous bullies.

TRANSFORMING MECHA: **BATTLECHANGERS AS** **VEHICLES**

By hacking the Battelchanger race creation system somewhat, players and gamemasters can create piloted, transformable mecha rather than self aware alien robots. This section gives some basic rules of thumb for building Transforming Mecha.

- Transforming Mecha are treated as Constructs of the appropriate size. Transforming Mecha gain the Battlechanger and Meca subtypes.

- You spend Shannix as normal for a Battlechanger of the Mecha's size to customize the Transforming Mecha. The Transforming Mecha gains an alt-mode (s) as normal, which usually must be a Vehicular alt-mode, though mechanical Primitive modes are possible with game master approval.
- Transforming Mecha are typically mindless (but see the Mecha subtype). They might gain bonus feats by spending Shannix.
- If the Transforming Mecha is treated as equipment, pricing and rarity are at the GM's discretion, but usually these are extremely expensive, multi-million dollar hardware, equivalent in price to any other military vehicle and just as hard to acquire.
- If the Transforming Mecha is intended as an opponent, assign ability scores and additional abilities as desired, keeping the monster creation guidelines in *The Bestiary* in mind. Usually these enemy Transforming Mecha are assigned a BAB appropriate to their challenge rating and ability scores representing an average, undistinguished pilot, with a 10 in all attributes save DEX, which is 15. For simplicity, when it comes to basic opponents, the Mecha is treated as having only the skills, feats and abilities it purchased with Shannix. The GM should modify as necessary to produce elite Mecha pilot opponents.
- While piloting the Transforming Mecha, the pilot has total cover and cannot typically be targeted by physical affects, but remains vulnerable to magic and psionics. When the Transforming Mecha is reduced to 0 HP it is disabled and non-functional. When reduced to -20 HP or fewer, it explodes, inflicting 5d6 fire + 1d6 fire damage per Mecha Hit Dice (REF DC 20 half).
- The Transforming Mecha's pilot is considered to be wearing Heavy Armor for the purpose of arcane spellcasting failure.

SAMPLE MECHA

- **Mecha, Cloudfire** – CR 10 – Huge N* Construct (Battlechanger, Mecha) – space capable air superiority fighter able to assume humanoid or ground-walk forms
- **Mecha, Golden Vanguard** – CR 15 – Huge N* Construct (Battlechanger, Mecha) – non- transformable laser resistant artillery mecha
- **Mecha, Road Dancer** – CR 4 – Medium N* Construct (Battlechanger, Mecha) – highly maneuverable light mecha that splits into motorcycle and powered armor components

MECHA, CLOUDFIRE **- CR 10**

Huge N* Construct (Battlechanger, Mecha)

XP 9,600

Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0

Languages pilot's languages*

Defense

AC 22 **Touch** 10 **Flatfooted** 20 (-2 size, +2 DEX, +12 natural)

HP 13d10 + 40 hp (112 HP)

FORT +4 **REF** +6* **WILL** +4*

Immune Construct Immunities

Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense

Spd 40 ft Flight ft (average) alt-mode only

Melee +13/+8/+3 slam (2d8+2 bludgeoning, 20/x2)

Reach 15 ft

Ranged +15/+10/+5 Military Plasma Rifle of Distance (2d12 fire, 19-20/x2, 60 ft range increment, semi auto, 12 cell)

or +14/+9/+4 High UV Laser Pistol (2d8 fire, 20/x3, 30 ft range increment, single shot, infinite ammo)

Special Attacks Mini-Missile Flurry (4x/day)

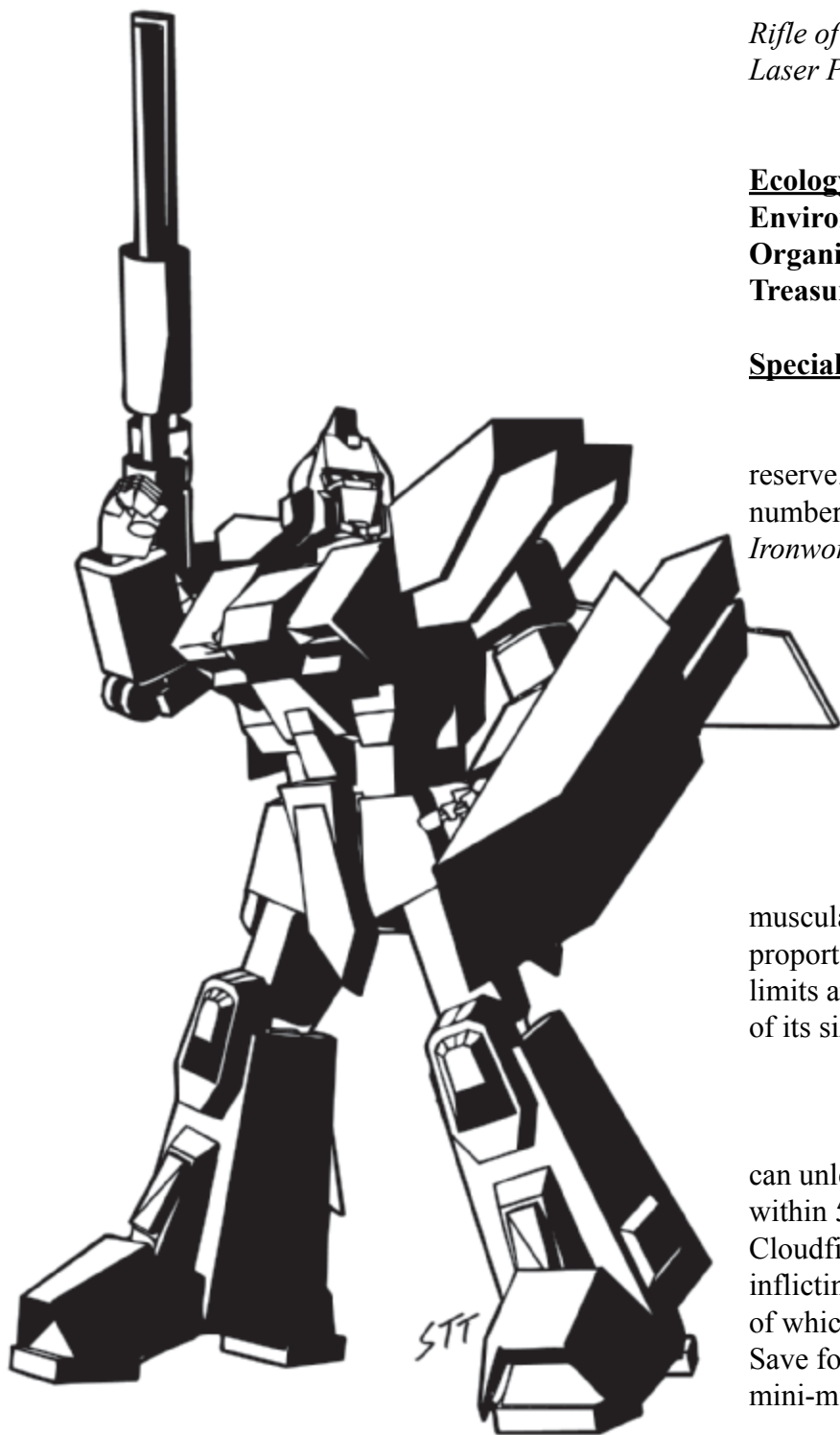
Special Qualities Piloted, No Breath, Starflight, Unhealing

Statistics

Str 15 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*

Base Atk +13 **CMB** +17 **CMD** 19

Feats Ground Walk Mode, Mini-Missile Flurry



Rifle of Distance) (3), Special Weapon (+1 *High UV Laser Pistol of Infinite Ammo*) (2)

Ecology

Environment any land or air

Organization serves as a vehicle for a Medium pilot

Treasure none

Special Abilities

Fuelon Reserve (EX)

The Cloudfire has 8 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Ground Walk Mode (EX)

The Cloudfire can assume a hybrid robot/aircraft form. In this form, it can use all vehicle mode weapons, as well as carry and manipulate objects.

Massive Strength (EX)

The Cloudfire's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to her size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of its size. Its maximum load is 20,000 lbs.

Mini-Missile Flurry (EX)

As a full-round action, the Cloudfire Mecha can unleash a flurry of mini-missiles against all targets within 500 ft who do not have total cover. The Cloudfire may target up to 6 individual opponents, inflicting 10d8 damage, half of which is ballistic, half of which is fire. Targets may attempt a DC 18 REF Save for half damage. The Cloudmaster can use a mini-missile flurry four times per day.

Alt-Mode

The Cloudfire's alt-mode is a futuristic warplane, extensively modified from the F-15 design legacy. Fast, sleek and powerful, the Cloudfire's purpose as a finely tuned instrument of war is clear. External weapons and armor, as well as drop off fuel pods and exo-atmospheric boosters give the Cloudfire even more threatening lines. The Cloudfire Mecha can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Skills Fly +4

Gear 6x spare cells for the Military Plasma Rifle (hip carry)

Cybernetics

Headware – Onboard Computer

Shannix Budget

Damage Reduction (1), Efficient Systems (1), Feat Programming (Ground Walk Mode, Mini-Missile Flurry) (total 4) Special Weapon (+2 *Military Plasma*

Classification Huge Sky
Fighter

Armor Class 24

Damage Reduction 5/-

Spd Fly 1,000 ft (average)

Maximum Load 20,000 lbs

The Cloudfire can carry a single passenger, aside from the pilot in the instructor's seat.

Nature

The Cloudfire Mecha is a standard by which transformable mil-spec vehicles are judged. Fast and sleek, in its robot configuration, this mecha is a capable giant, dominating the battlefield with heavy firepower and great dexterity. Cloudfire Mecha serve as close-in air support, strafing ground vehicles and infantry with their integral energy weapons, using the mini-missiles slung beside the cockpit either as anti-personnel or anti-armor weapons, depending on the mission.

The Cloudfire's cockpit becomes an armor clad control pod within the robot's chest, as reinforced plating slides into place to protect the bullet proof polymer. The robot has slender, humanoid proportions, with its wings partially retracting into the spinal plating, while the underslung missile pods move to become part of the shoulder plating.

Cloudfire Mecha are painted in squadron colors, often with impressive nose art or tail-fin deco identifying the best pilots and most legendary machines. Most are painted in a smoke grey with golden trim and canopy, for best concealment among the clouds.



VARIANT TRANSFORMING **MECHA: APACHE HUNTER**

The Apache Hunter is a helicopter-based iteration of the Cloudfire Mecha, transforming from a robot mode similar to the Cloudfire's into a helicopter gunship. Apache Hunters are usually a matte black with smoked canopy and dark navy trim, tuned for night operations. The mecha's four bladed rotors fold and partially retract, becoming a back-pack like unit. The Apache Hunter is taller and thinner than a Cloudfire Mecha, with more spindly proportions. Unlike the Cloudfire, an Apache Hunter carries only a single ranged weapon, a powerful anti-tank chaingun.

Use the Cloudfire Mecha stat-block with the following changes.

Special Qualities Remove Spaceflight

Ranged

+16/+11/+6 Flaming M-60 Machine Gun (2d8 ballistic + 1d6 fire, 20/x2, 100 ft range increment, full auto, infinite ammo)

Shannix Budget

- Replace Damage Reduction (1) with Racer (1)
- Replace both Special Weapons with Special Weapon (+3 *Flaming M-60 Machinegun of Infinite Ammo*) (5)

Feats Add Hover (alt-mode only)

Alt-Mode

The Apache Hunter's alt-mode is a futuristic ground attack helicopter, resembling a more advanced Apache bristling with missile pods and carrying a single chaingun firing depleted uranium rounds from a gimbaled mount slung beneath the cockpit. The Apache Hunter can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Huge Sky Fighter

Armor Class 24

Spd Fly 1,250 ft (good)

Maximum Load 20,000 lbs

The Apache Hunter can carry a single passenger, aside from the pilot in the instructor's seat.

MECHA, GOLDEN **VANGUARD - CR 15**

Huge N* Construct (Battlechanger, Mecha)

XP 51,200

Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0

Languages pilot's languages*

Defense

AC 24 **Touch** 10 **Flatfooted** 22 (-2 size, +2 DEX, +14 natural)

HP 20d10 + 40 hp (HP)

FORT +6 **REF** +8* **WILL** +6*

Immune Construct Immunities, Fire

Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense

Spd 40 ft

Reach 15 ft

Melee +23 slam (2d8+5 bludgeoning, 20/x2)

Ranged +21 Seeking Particle Beam Sniper Rifle of Distance (4d10+1 fire, 20/x4, 3,000 ft range increment, single shot, unlimited ammo)

Special Qualities Piloted, No Breath, Unhealing

Statistics

Str 20 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*

Base Atk +20 **CMB** +27 **CMD** 39

Cybernetics

Headware – Onboard Computer

Shannix Budget

Efficient Systems (1), Energy Shielding (fire) (2), Spell-Like Programming (*transmetalization*) (4), Special Armor (+2 *Armor*) (2), Special Weapon (+1 *Seeking Particle Beam Sniper Rifle of Distance*)

Ecology

Environment any land

Organization serves as a vehicle for a Medium pilot

Treasure none

Special Abilities

Fuelon Reserve (EX)

The Golden Vanguard has 4 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)

The Golden Vanguard's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of her size. Its maximum load is 40,000 lbs.

Nature

The Golden Vanguard is a powerful, non-transforming mecha, a nearly indestructible bipedal tank clad in glittering golden alloy that renders it immune to flames and laser light. The Golden Vanguard's shoulder mounted main gun is a long barreled particle beam cannon more destructive than the entire main battery of an entire mid-20th Century destroyer. What the Golden Vanguard lacks in mobility

and versatility, it more than makes up for in durability and sheer, punishing firepower.

The Golden Vanguard is towering humanoid tank, weighing upwards of fifteen tons and standing almost 20 feet tall. The mecha's heavy armor resembles medieval plate mail on a grand scale, with a knight-like visor and heavy gorget. The weapon's thundering particle beam is mounted over the pilot's dominant hand and can be easily swapped out in a well-equipped machine shop to accommodate either left or right handed pilots.

The Golden Vanguard's overlapping armor layers are gilded with laser-proofed and heat-proofed ceramic tiles. These golden tessarae fit together in intricate hexagons, and gleam brightly in the sun, making the armor a blaze of color. When entering active battle situations, the Golden Vanguard activates its spell-like technology to *transmetalize*. When this defensive field activates, a golden nimbus surrounds the armor, making it gleam even brighter, and rendering it immune to virtually every man-portable weapon save heavy anti-tank rocketry.

MECHA, ROAD DANCER **- CR 4**

Medium N* Construct (Battlechanger, Mecha)
XP 1,200

Init +5 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0

Languages pilot's languages*

Defense

AC 17 **Touch** 13 **Flatfooted** 14 (+2 DEX, +1 dodge, +4 natural)

HP 5d10 + 20 hp (38 HP)

FORT +1 **REF** +3* **WILL** +1*

Immune Construct Immunities

Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense

Spd 30 ft Flight 120 ft (poor)

Melee +7 slam (1d8+ bludgeoning, 20/x2)

Ranged +8 wrist rocket (2d6+1 fire, 5 ft burst, REF DC 15 half, 20/x2, 100 ft range increment, single shot,

2 internal)

Or +8 Military SMG of Infinite Ammo(2d6+1 ballistic, 20/x3, 50 ft range increment, full auto, infinite ammo)

Special Qualities Piloted, No Breath, Unhealing

Statistics

Str 15 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*

Base Atk +5 **CMB** +7 **CMD** 19

Feats Combat Reflexes, Dodge, Hover

Skills Fly +2

Gear 6x spare wrist rockets

Cybernetics

Headware – Onboard Computer

Shannix Budget

Efficient Systems (1), Extra Fuelon x2 (2), Feat Programming (Combat Reflexes, Dodge, Hover) (total 6) Robot Mode Flight (2), Special Weapon (+1 Military SMG of Anfinite Ammo) (2), Special Weapon (+1 wrist rockets) (1)

Ecology

Environment any land

Organization serves as a vehicle for a Medium pilot

Treasure none

Special Abilities

Combat Armor Integration (EX)

When the Road Dancer shifts into alt-mode, its external armor becomes forms the motorcycle component of the alt-mode, while the light mecha undersuit is treated as Grade I Powered Armor worn by the pilot. If the Grade I Powered Armor is removed or destroyed, the Road Dancer cannot return to robot mode. Both the pilot (wearing the Grade I Powered Armor) and the Road Dancer motorcycle must be adjacent in order for the mecha to return to its robot mode.

Fuelon Reserve (EX)

The Road Dancer has 10 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)

The Road Dancer's pneumatics and artificial musculature allows it to haul enormous weights, out of

proportion to its size. Its lifting, carrying and dragging limits are 10 times greater than a humanoid creature of its size. Its maximum load is 2,000 lbs.

Alt-Mode

The Road Dancer converts to both a high-speed all terrain motorcycle with bullet-like aerodynamic styling and a suit of light powered armor that protects the pilot. Both armor and motorcycle share a similar curvy aesthetic and military durability. The Road Dancer can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Medium Ground Speedster

Armor Class 15

Spd 1,000 ft

Gains Superspeed Engine usable in alt-mode only

Maximum Load 500 lbs

Nature

The Road Dancer armor system is a sleek, ultra-light combat mecha, favored for low intensity urban warfare because of its incredible speed and flexibility. This nimble light mecha is comparatively tiny, only adding a few hundred pounds of armored bulk to the pilot. In its mecha configuration, the Road Dancer has a vaguely feminine silhouette thanks mostly to its hip and thigh armor and the slightly curved exo-armor worn on the breasts.

The Road Dancer's motorcycle tires and suspension system become a set of backpack mounted VTOL fans and vectored thrust system while in robot mode, while the majority of the motorcycle mode components become additional armor for the mecha. The flight system and this exo-armor dramatically increases the robot mode's bulk, but thanks to revolutionary new artificial musculature the armor only increases the pilots speed, reaction time and physical strength.

Road Dancer ultra-light mecha come in a dizzying array of colors and patterns, often bold, eye catching and as colorful as the Tokyo skyline. If the motorcycle and mecha components aren't the same color, they display matching or complementary color schemes.

NEW SUBTYPES

Many of the new creatures in this sourcebook have one or more of these subtypes.

Battlechanger

Monstrous Humanoids with the Battlechanger subtype are powerful alien mechanoids able to alter their form into vehicles, tools and other useful shapes.

Though usually applied to Monstrous Humanoids, this subtype might be applied to other creatures, such as Animals or Magical Beasts, representing other bio-mechanical components of the Battlechanger ecosystem.

Mecha

Constructs with the Mecha subtype are vehicles designed to operate under the direct control of an intelligent pilot. Mecha have the following qualities.

- Though the Mecha's type is Construct, it is vulnerable to mind-influencing effects through its pilot. This weakness does not apply if the Construct is unmanned. *Location: Weaknesses Format: Intelligent Pilot*
- *Piloted (EX)* Some of the Mecha's qualities, marked with an asterisk in the statblock, are replaced by the Mecha's pilot if they are greater. The following qualities are replaced by the pilot's when the Mecha is in action: alignment, languages, REF and WILL Saves, skill ranks, base attack bonus (which may modify CMB and CMD), DEX, INT, WIS and CHA scores. *Location: Special Qualities Format: Piloted*

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